

Violent Video Games, Responsible Party, and Solutions Suggestion.

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Abstract

I am the Police Chief of Los Angeles. Recently there have been many new violent games that have been launched in the market. These games are predicted to have an influence on the young people in the city in a major way, most likely in a negative way. Based on the order of my supervisor, the City Manager, I am conducting an investigation on who is responsible for the violent video games and the actions that occur because of them: the player, the guardian, or the game makers. After that I will have to consider the level of danger that these video games cause. These dangers include the possibilities of a young adult not realizing the deference between the virtual world and reality as well as the possibility of them becoming a school shooter. Lastly, I will be giving my advice to the state legislation of how to solve the problem of violent video games and their players.

## The Impact of Violent Video Games to Children and Solutions Suggestion.

### Introduction

Nowadays, along with other forms of entertainment, electronic games (video games) are developing strongly. Due to the improvement of technology, video games have also developed into diverse genres that includes violent games. Besides the entertainment purpose, violent games have also created many controversies over its positive and negative effects on its players. According to Gentile, Lynch, Linder, & Walsh's study, video games are the most popular form of entertainment for American children. They also noted that, children between the ages of 13-18 are at the age when they are more likely to be affected by observation learning, what they see will most likely be what they will learn. Violent video games is an example of how observation learning can shape ones' behavior (Gentile et al, 2004). If a child is exposed to violent video games long enough then they will often perceive and accept the image they see in video games and therefore believe what they can do in the virtual world can also be applied into the real world. Killing, shooting, bombing, etc. are actions that considered normal by most gamers. It would be extremely dangerous if those gamers use the "violent can solve problems" concept in gaming and apply it in real life. Nevertheless, are these predictions of dangerous levels reasonable enough to ban all violent games in Los Angeles, because there are still many controversies over what the real trigger of aggressive behavior is and if it really come from violent video games.

### Cases Study

There are many famous cases that had been linked back to violent video games. One example is Nathan Brooks. According to Varley (2018), a 14-year-old male who was grounded

by his parents could not play his video games; for revenge he shot his parents while they were asleep. Fortunately, both of his parents survived and call 911 for help. Nathon was then arrested for attempted murder. During the interrogating, the officer had asked Nathon what his real reason was for making him pulled the trigger, Nathon give no real answer (Varley, 2018). The question is it because Nathon was upset about the fact that he is grounded from all of his video games or it is because of the long-standing frustration of strict parenting going on in the house is still left unanswered.

Another example on a larger scale is in 2007 The Virginia Tech Massacre. Seung-Hui Cho a 23-year-old college student killed 32 and wounded 17 people in Virginia Tech on April 16, 2007. As reported by CNN, the first shooting event happened at 7:15 a.m. he killed at least two people, later on at 9:01 a.m., Cho mails a package contain his last words to the NBC News and continues his second shooting at 9:26 a.m. The package is the key to this case because it contain a letter, photos, and videos of Cho confessing his crime. In those photos, Cho was dressing like video game shooter and holding guns with different poses (CNN, 2018).

Confirmed by Huesman (2007), a long-term exposure to violent media such as video games can increase the risk of aggressive behavior eternally. The author further emphasized there will be a public health threat permanently if young people are being exposed to violent video games too much (Huesman, 2007). This statement have been proven by the Virginia Tech Massacre. However, I think that when young people like Cho who cannot express themselves in the real world are using the virtual world as their emotional trashcan, and then it is likely for them to confused between virtual and reality. In Cho's case, he was obsessively engaged in such deviant and aggression video games and eventually accepted and perceived that it is a normal behavior in real society, but still, there are many signs before the incident indicated that he

already had a psychological problem from being bullied and isolated from his friends. By that, violent video games are acting as his emotional shelter, but he interpreted it wrongly. Cho used violent games to release the stress he had in reality, and when the violent games were no longer enough for him, Cho then applied the practice into real life. For both Nathon and Cho, the question raised is – is it because violent video games taught them violence will solve problem or because they both originally were emotionally unstable and violent video games were a way for them to release pressure. And due to overuse, both Nathon and Cho had been affected deep in their subconscious to the point where they were not able to control themselves and ended up making a mistake.

### Problem

Some may argue that the level of influence on each person is different. Just because of a chemical reaction in one person does not do its job right then ultimately the whole gaming community gets blamed – this is injustice. Undeniably that there are some cases where the shooters are traced back to violent video games, but still those shooters themselves also already have a psychology problem, and violent games are not the real trigger of their action. If gamers played the right kind of video games at the correct age that is suggested, then the gamers will have the ability to distinguish between game and real life therefore they will be behaved normally. On the other hand, if a child is playing the games that are labeled for adults only, then the argument at this point will be totally different. The question of who is responsible for the problem: the game makers or the parents. If we look at this problem in a different angle, just like kids who drink or smoke when they are underage, whose fault will it likely to be accounted, the alcohol manufacturers or the parents? In agreement with this matter, Ferguson (2007), emphasized that the data from their research did not support the relationship between violent

video games and aggressive behavior (Ferguson, 2007). By that saying, there will be more investigation needed to be done to confirm that violent games are the causation of violent behavior. Researched by Whitaker and Bushman (2009) supported the idea by showing there are many positive benefits of playing video games, however they still recommend that parents should pay attention to what kind of games their children play, and how they play them (Whitaker& Bushman, 2009).

### Negative Outcomes if Violent Video Games are Banned

As explained above, Cho and Nathon used violent video games to relieve stress, they had used violent video games as their emotional trashcan. In that case, there are many other young adults who also use violent video games as their trashcan, and if we are taking that trash can away from them, then they will end up with no place to put their stress in, and if one hold their negative emotional for too long, they may explode. The possibility for these young adults to released their stress on the real world is extremely high. In other words, it will be much better for them to put their negative emotion in a virtual trashcan. The result of Granic, Lobel, and Engels (2014) study also added a positive note on the fact young adults playing video games. Many benefits have been named such as that they release emotions, improve logical thinking processes, and building teammate skill for multiplayer games (Granic et al, 2014).

Taking a look from a different aspect, based on professor Hadzinsky (2014)'s report, the gaming industry has become the fastest growing industry in the business world, bringing back multi-billion dollars of profit in the year of 2013, and violent electronic games are a great part of that profit (Hadzinsky, 2014). Therefore, if we banned violent video games, it will cause an extreme impact on the U.S economy. In the study of Hsieh and Pugh (1993), the authors had confirmed that there is a high association between poverty/inequality income and crime rate

(Hsieh & Pugh, 1993). My hypothesis is that if the US economic is imbalanced, then there will be more damage than benefit. The harm will come in a domino effect such as: the game producers will shut down, the workers will lose their jobs, the people will not be able to manage and afford their lives, and gradually these will be easy leads to the increased social crime. It is totally unnecessary to create more crime just to prevent the crime that we are suggesting will happen.

### Compromised

As stated above, there is big argument around who is more responsible for violent act on young people, the family or the game makers. I think both of the parties contributing into this conversation are to blame. What we can do to solve this problem is to create a better security management of controlling who is playing violent games. Know that most violent games on the market right now already are Rated R or PG- 13, however, it is only managed of who is buying the games, and still lacking on controlling who is actually playing and being exposed to the violent content. My suggestion is that all game players must have a license to play violent games, and they must pass their psychology test before getting the license. In that way the game maker will still make a profit, and the family can manage their kid easier. In addition to that family, school, community must have a better educate system to help the kids have a better understanding on the different between virtual world and real world.

### Conclusion

If we compared the history of electronic games and the development of human beings, obviously, human development has had a longer run. And by that, the element of violence has gone through the length of human history in wars, political downturns, and bloody massacres.

## VIOLENT VIDEO GAMES AND RESPONSIBLE PATTY

So, if saying electronic games make people violent, then it is completely inaccurate in terms of history, because for a long time, human nature was already violent before video games was invented. And by now, video game are only a form of describing such violent acts. There are too many negative thoughts reflected on how violent games are a bad influence on people.

According to my research, a person is violence or not is determined by different factors and violent video games are not the real trigger. Therefore, I concluded that the act of banning violent video games is completely inadequate and unnecessary.



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### Reflections Page

The best part of this paper is the process of how I changed my way of thinking after I did my research. Originally, I was fully supportive of the idea of banning violent video games. However, I changed the direction of my paper after I read all the studies and researches. Even though it is a lot of work to scratch out everything I had wrote and rewrote the whole thing, but I learned that violent video games are not as exaggerated as society portraits them to be. The part where I struggled the most was actually writing things down, I have all the ideas in my head and all the sources I need, but to put them in a flowing sentence/paragraph is quite difficult. I learned that it is okay to change my view on a subject matter, because I think not only with my future career, but to everything else in the world, it is important to accept and change the view of a subject matter to give out the best result.