

Good essay on cyber crime

[Entertainment](#), [Video Games](#)



Introduction

As the information and technology sector continues to grow, various ethical issues are accompanied with it challenging the potentiality of the technology in the next generation. Video games among the young people are one of the critical problem that is facing the society today. The advancement of the information and technology has resulted to increase in number of young people playing video games, and hence acquiring adverse effects from it. Various studies have indicated that there is a positive relationship between video games and the violent behavior among children and adults. In addition, various video games that are horrifying and action increases the aggressive and outburst behavior among the users. A young person exposed to the video gaming has higher chances of experiencing physical and emotional changes.

Essay questions

What are the negative ethical issues that are associated with the gaming?
With respect to the balance between the ethical issues involved and the positive impact of gaming, what theory can explain the impact of the video gaming?

Based on the results in question two, should the gaming restricted to young people?

The ethical issues that are associated with the video games falls under various categories. The video games are associated with aggression and violence, Physical health, online dangers, and difference among games. In the contemporary world, parents are increasingly becoming worried about

the aggression and violence enhanced by a video game. For instance, violent games such as Grand Theft promotes violence among the children. In addition, such games enhance the criminal behaviors of the users. For instance, Grand Theft Auto is all about breaking the law in the game. Therefore, practicing the law breaking in the movie may result in adverse reaction about the abiding to the laws for the game users.

Because the video gaming involves ' being stuck' on the TV or computer screens, this might have an adverse impact on the general health of the game player. The games affect the lifestyle and the sedentary of the young people who are exposed to the video gaming. Being addicted to the gaming activities reduces the chances of the subject carry out aerobic exercises that are required for good health. Subsequently, this might result in children adding weight or increasing chances of developing obesity (Subrahmanyam, 2010).

The video games also limit the social interaction of the young people who are addicted to the computer games. The game player develops an attitude of interacting only with the online friends who also participate in video gaming. Although this type of interaction can be positive, it is anticipated to affect the player adversely. For instance, internet predators might disguise themselves as teens or children seeking friendship with the subject. If the potential victim is not proficient in online interaction, he/she might end up being ruined by the online games.

Moreover, the video games affect the academic performance of the children and adolescents who are like playing video games. Various studies have indicated that there is a positive relationship between the children who play

video games and their academic performance in term of grades. Children who spend most of their time in computer games lacks adequate time to complete school homework and may show overall apathy about the school in the long-term (Subrahmanyam, 2010).

Although video game are associated with various negative impacts, there are significant positive impacts related to video gaming. Children who are subjected to computer develops spatial and motor skills, and hand-eye contact. They engage their brain to various scenarios in order to solve a certain problem. Such children can also develop skills in resource management, logistics, and planning. In addition, they can simultaneously track many changing variable, multitask, and manage multiple objectives. Such children develop accuracy, situational awareness, preferences, reasoned judgment, concentration and enhanced memory among others. Therefore, this indicates that the positive impact of the video game surpasses that negative effects. By applying the theory of egoism and altruism, children can be able to regulate adverse effects and hence facilitate the intended rationale for video games, i. e. entertainment (Subrahmanyam, 2010). The egoism applies to the video game player show can maximize the benefits of video games while minimizing he adverse effects. The participants should regulate their own behavior such as having schedule and plan for their activities in order to minimize the negative ethical issues. The altruism requires the video game player to formulate actions and decisions that meets the interests and the expectation of their parents, teachers, and society (Price, 2008). By applying these two ethical

concepts, the children and young people can help themselves to mitigate the adverse social and personal impacts of the video games.

Conclusion

According to the results above, it is evident that the video games can positively affect the lives of the young people if they are effectively controlled. When control of a video game through self and others takes place, they can promote the utilitarianism. In other words, computer games can enhance greatest good to the large number of individuals (Mill, 2010). Therefore, if the players and other people involved effectively regulate the video games, there would be no need to ban them because of the positive effects associated with it.

Reference

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