

English class



**ASSIGN
BUSTER**

28 October, Grand Theft Au The Impact of Violent Games of Children The article, Video Games and Violence, appearing in Issue 2 (2008) of Crime Prevention Research Digest, quoting the research study by Amanda Lenhart et al, presents the astounding statistics that in the US “ only one percent of boys and six percent of girls” do not play video games (Video Games and Violence 1). This means that a combined average of 96. 5% American children remains exposed to video games. People harbor a growing concern over the fact that most of the video games contain graphic violence, gun fights and portrayal of females as sexual objects. Thus, the article finds that a general apprehension exists that video games cause violent behavior in children. However, the article challenges this contention as it does not seem tenable, though it concedes to the notion that to a certain extent, video games may impact children’s behavior.

The article focuses on the premise that video games contain a lot of violence, bloodshed, objectification of females and sexual content. However, it emphasizes a more significant concern that viewing experience in the media, in terms of audio visual components, are “ extraordinarily life like, and these effects can be particularly striking in violent games” (1). It also concedes to the fact that despite the existence of rating systems by the ESRB, children disregard the classification and even those below 13 years watch the content that is permissible to those in the age group of 17. The article also refers to research studies that “ lend credence to concerns about the impact of violent video games” (3). However, this does not prove that games such as GTA cause violent behavior in children. The article, further, challenges this concept by arguing that there is “ little or no evidence to support any of these theories” which purport that violence in the video

games such as GTA can provoke violent behavior in children (2).

I believe that exposure to violent media or video games alone cannot make children to indulge in violent behavior. My research premise is based on the concept that many factors such as genetic framework, social circumstances, psychological reasons etc cause violent behaviors in humans. Therefore, children who possess any such specific traits or who remain exposed to any of the causative elements, stand the chance of displaying violent behavior. I do not agree with the evidence based on a study among 1254 students, which indicates that violent games cause aggression in children. It claims that those who play games are “ more likely than their peers” to engage in violent behavior (4). Referring to this particular study, the article argues that “ problem behaviors are quite common” among children “ regardless of” whether they play games or not (4). Thus, it supports my hypothesis that while violent games such GTA exercise an impact on the children, it cannot cause violent behavior in them.

Another study conducted among Japanese and American students indicates that watching video games is a trend that transcends cultures. It further shows that boys who have faced social isolation, like in the case of the Virginia Tech shooter, Seung Hui Cho, did never play video games (6). Thus, overall, the source challenges a general notion which is not exactly based on a critical analysis of the evidence but purely on assumptions. It further suggests that involvement by parents can mitigate the problem of excessive indulgence by children in violent video games such as GTA. The gist of the facts and research evidence discussed in the article strongly validate the contention that though violent media has some impact on children, it does not cause violent behavior in them. After all, the data it offers in the

beginning indicates the involvement of 96.5 children with video games but only a few of them have embarked on violent behavior. This, in itself, indicates that there are other factors that cause violent behavior in children and one cannot blame video games for this problem.

Works Cited

“ Video Games and Violence.” Crime Prevention Research Digest, Issue 2. 2008. Web.