Violence in films and video games

Science, Social Science

However, this argument does not prove to be a good one when one looks at the negative impacts.

I believe that violent media arrives with concerns relating to addiction, anxiety, dejection, brutality, and aggression that develop in young minds. Games like Mortal Combat, Resident Evil, Marvel vs. Capcom, Doom, Manhunt, Dead Rising, Gears of War, Grand Theft Auto, require the player to kill, shoot, slash and stab their enemy using bombs, swords, and chainsaw. My neighbor's son is being treated for anger management thanks to the violent films and games he watches regularly. Children tend to have the less-developed ability of decision-making or critical thinking so they cannot realize what is wrong with what they are viewing and their minds learn or absorb every act they see.

To conclude, when a person watches the violent acts, the energy generated by the fantasy keeps the physical responses from getting expressed. So, when this energy gets its chance, it gets expressed in real life. Hence, violent films and video games have a very negative impact on society.