

No

Amanda George, Reporter

When **video games** come to mind, the first games people **think** of are Call of Duty or the newest NBA game. But do these types of **video games** cause violent **actions** in today's youth, or do they encourage **strategic** and **creative thinking**?

There have been many claims that **video games** are linked to the abuse of guns. However, the truth is, numerous studies have found no connection between **video games** and actual acts of violence. Only 12% of shooters **experience** an interest in violent **video games**, according to a recent study by **Engadget**.

In the early 2000's, evidence regarding violent **video games** was highly promoted. But over the years, confidence in these studies have crumbled. This occurred because there was no trustworthy evidence to support the claims that violent media and real-word violence are connected.

**Video games** containing violence are just used as excuses to defend people who commit violent and aggressive crimes. Not only is there no correlation with **video games** and violence, but **video games** are tied to a decrease in violence.

As of 2017, 66% of Americans 13 years old and up play **video games**. From the early 80's to 2017, the annual amount spent on violent **video games** increased drastically, but the violent crime rates during that time decreased tremendously, according to theesa.com. Several economic studies show there was a reduction in crime the following weeks after major **video games** were released. There was a review in 2013 by the American Psychological Association showing a link between the two, but it was immediately shut down based on faulty research and a biased conclusion.

There are many health benefits to playing **video games**, including vision improvement, physical **interaction**, slowing the aging process and even helping to ease pain. Video games are used more for entertainment and **coping skills** than looking for ways to put people in violent or aggressive **situations** in their everyday life, according to mentalfloss.com

**Video games** have no link to violence in those who play them. Instead they enhance **problem-solving** skills and **teamwork** abilities in everyday challenges.

Yes

Delicia Oxenreider, Copy Editor

Almost every day, we **experience** violent or aggressive behaviors. Whether we **experience** them through television, social media, newspapers, magazines, or **experience** it firsthand, we all know that there has been an uproar in violent and aggressive behaviors that need to be dealt with.

But why are so many minors exhibiting these behaviors? Many claim that it is a mental illness or a bad home life, but what they don't think about is what they do in their day to day lives that causes these behaviors.

Top grossing **video games** in the **industry** such as Fortnite, Call of Duty, and Grand Theft Auto all consist of violence. While Call of Duty may be about military, GTA is about stealing, gangs, prostitutes, and killing others to get what they want.

This displays behaviors that are not appropriate to associate with the real world. However, not everyone has the ability to realize that these behaviors are not socially acceptable. **Online** games consist of more than violence in general, but they also have unrealistic **consequences** for their **actions**. While an individual might not be going and killing a bunch of people, **video games** cause aggressive behaviors that aren't always noticeable.

Children playing **video games** often curse, throw things, or hit something when something doesn't go their way while playing the game. It is important to follow the **rating** guidelines so that young children aren't exposed to behaviors they can't process.

Violent behaviors are also causing a hard time for parents. When telling a child to stop playing their **video games**, it often results in throwing fits or yelling at their parents. When playing video games for hours, it can cause isolation. When a child starts to isolate themselves, they get sucked into behaviors they witness. So, when they are out in the real world, they tend to not know what appropriate social behaviors are. While in isolation **communication skills** are lost.

There are many pros and cons about video games. While **video games** themselves may not cause violence, some children aren't aware of the difference between what is acceptable in real life and what is not.

# Do Video Games Cause Violence?

