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### Argumentative Essay

In this generation called “millennials,” students regularly play games in the classroom and during lunchtime. Then comes home and begin playing video games. They play video games in the car and frequently even at the weekend they play video games and forget to do their school assignments or help their parents in the house. Other play video games for a whole day and forget to eat and stay inside their room. Youngsters and grown-ups play video games for hours and days exterminating zombies and killing characters or avatars. From what Andy Serkis said, “Every age has its storytelling form, and video games are a big part of our culture. You can ignore or embrace videogames and imbue them with the best artistic quality. People are enthralled with videogames in the same way as other people love cinema or theatre.” In the old days, children usually go outside and play various games such as basketball, volleyball, and soccer. However, today’s period not often do outside activities or inside activities such as playing basketball but play basketball in a video game. According to CNN News reports that 90% of children in the United States play video games. From the ages of 12 to 17, 97% of the number of rises young people play video games. And 85% or more of video games in the industry contain some form of violence. Universally, people assume playing video games is inadequate and leads to increased aggression levels. Internationally, people believe playing video

games is bad and leads to increased aggression levels. Violent video games cause to enhance aggressive levels such as behavior, ideas, and emotions.

Firstly, in 1971, the first-ever video games were published. The first video game that was released in local bars is called Pong, a simple tennis video game. In 1993, Mortal Kombat was released, a video game that features realistic violence. In 1995, a video game named Phantasmagoria which is now banned in some stores. A game in which the main character is a helpless female. The game is bloody because it features sex and violence, the game was banned in the United States because of the direct showcase of a rape scene. In 2002, federal legislation proposed to ban stores to sell violent video games to minors. This bill that states selling violent video games to minors is a crime. Issues that playing video games can lead to committing a crime and use violence to others.

The researcher makes an experiment to identify whether playing violent video games boost aggressive behaviors. From the article “The lone gamer: Social exclusion predicts violent video game preferences and fuels aggressive inclinations in adolescent players.” The research focuses on the effect of playing violent video games or non-violent video games on adolescents. In their research, study 1 consists of 121 adolescents from 10 to 18 years old who were randomly assigned to manipulation of social exclusion. Next, they evaluated the violent content of nine different video games that include violent and non-violent and reported their willingness to play any games they presented. The results showed that excluded participants expressed a greater willingness to play violent video games than non-violent games. No effects were found for included participants. In study 2, both inclusionary status and video game content were manipulated. In the manipulation group, 113 adolescents from 11 to 16 years old were randomly

assigned to play either a violent or nonviolent video game. The results showed, excluded participants who played a violent game displayed the highest level of an aggressive tendency than participants who were assigned to the other experimental conditions. In their research, it suggested that exclusion increases preferences for violent games and the combination of exclusion and violent game playing fuels aggressive inclinations. Research that shows playing violent video games can cause increased aggressive emotions.

Thirdly, based on the research of Youssef Hasan, violent games can be stressful for the players because the players will try to survive by killing the enemies. This influences the players to be more aggressive. However, the players' aggression is not measured by their heart rate.

In the past, people's most dependable solution was to let the parents control their children. Parents play a big and important role in everyone's life. To avoid the risks of playing video games, parents should know which is the best game for your children to play. Most video games are rated but it is up to the parents standard whether the game is too violent to play or good enough. Parents have the right to limit their children. Punish the children for overplaying, for example, confiscating the phone for a day to three days would work or by turning off the wifi so she or he can't play anymore and turn it on after some time. Parents should make video games playing a seldom-offered reward for a job well done.

For the video games players, they should contain themselves to not expose too much in violent games. Too much exposure will lead to bad development. Players usually express what they feel all the time whether they feel angry, annoyed, pleasure or stress. This can affect their critical thinking skills if they are often using violence to solve problems. To prevent this from happening, players should contain and have control in playing violent video games. To not be

too much exposed to this type of game and should also be more active in other activities such as playing basketball with your friends, father, and cousins. This helps them distracted to play more video games. Families should try to not annoy them too much because it makes them more stress and more aggressive to others and leads to committing a crime.

Some people say that violent video games should be banned on the internet and stores all over the world because they think that it would stop people doing violent crimes. People say to reduce people commit violent crimes parents should interact with their children. However, those solutions could lead the players to be more persistent. It could start a big argument because of the crimes happening and health issues. Why should video games be banned when crimes such as shooting would not happen if the gun laws are stricter toward the people. Violent video games should not blame these issues. People who committed a crime before aren't practicing in the video game. Most criminals are not exposed to violent video games they are likely to have any issues with their mental health.

Playing video games is not bad whether violent or non-violent video games. Players are aware the games is not reality it are fantasy. People may think the players are not aware of the reality because they sometimes aggressive. However, players know that the game is game nothing is real. They don't act like their on the war every day like someone is ready to shoot them and automatically they respond to also shoot the other person. I believe playing video games could also help the person not to be involved in illegal things. To not be an antisocial person. I believe playing violent games doesn't affect the person to be violent because usually, people who play video games are an introverted person. They usually don't want to interact with other people face to face but they prefer interacting with their online friends or they prefer

playing video games to bond their friend relationship than going outside doing something illegal to society or bad to their healthy lifestyle which is taking illegal drugs and smoking cigarettes. I believe the player wants to play video games because they just want to be successful. To be one of the great players who are successful in their life by playing expertly internationally. This action is their defense mechanism for their stressful daily events. Everyone has different ways to forget their stress or problem, for example, she or he likes to drink alcohol to forget their stress or it could be she or he clean the house to surpass stress from office works. These are the few reasons why I believe playing video games is not bad for people playing.

In conclusion, people and other researchers think playing violent video games can cause to enhance aggressive levels such as behavior, ideas, and emotions. But not the cause of the increase of the aggression level. Yes, it could be the reason why children or the players are aggressive because of the rated but in the beginning video games were just invented to have fun. That is still the purpose of playing not because they want to practice shooting and after she or he shoots his or her classmates because she or he was bullied. From the quote of Shigeru Miyamoto, “Video games are bad for you? That’s what they said about rock n roll.” Because of the stereotype, you hear that videogames are a bad influence on the players it does not mean that there is no good influence in this type of game. If playing video games is bad it also has a good side.

### Works Cited

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