

Video games have psychological effects as far as violence that need to be addressed. They consistently culture an attitude of aggression, lack of empathy, and overall violence. Also, the experts, are still saying there is a link. Don't always trust the ones in power to have say in what count as a medical issue, but they are very often right.

In a paper by Phd. Ran Wei, which is now cited by at least 37 sources, playing violent videogames on the internet, has been shown to lead to increased tolerance to violence, decreased empathy, and more overall aggression. These changes were not directly in overt behavior however. The given conclusion, is that the video games had not generated a direct change in behavior, but in attitude towards violence, and what violence means to someone. Perhaps even inhibit someones ability to feel remorse, when violence is committed, because in the videogame world, mourning a death, means wasting precious time to act.

C.N.N. Article.

If violent video games truly do not have an effect, then what are the American Psychology Association and the American Academy of Pediatrics doing, both taking a firm stance against violent video games as of 2016? They are both taking a stance like that for a reason. They want to save lives. The American Psychology Association has the normal aggression talk. American Academy of Pediatrics, had a direct, but often overlooked view. Almost all of the videogames on the market, from Pokemon Go, to call of duty, reward points, for doing things like forcing animals to fight each other, or just shooting people. This in turn, encourages kids, to associate pleasure, and success, with causing suffering and death to others. It sounds dark because it is, but having a kid, interacting with another world that has different rules, is a great responsibility. One it seems, that has been abused.

James allen once said, "A man is literally what he thinks." We are the sum of all of our thoughts. They determine actions, and actions determine habits. If we think over and over, that we need to kill something in a game, that translates badly. The human brain is adaptable, but it is still an animal brain. And never before in our evolution, have we had to deal with stimulus, on the level of current video games. I will remind you. Video game addiction, is now, internationally, considered a compulsive disorder.

You may think were smarter, than to think a person real life, is someone in a game, and kill them. You may be right, if brains were logical. But they aren't. Never were, never will be. There are few, in the human population, if any, who actually have control of their subconscious. So, considering we don't actually have direct control of the parts of our brain video games influence the most, it isn't in any way a stretch, to say video games are potentially, if not proven to be hazardous, mentally.