**Reflection Paper**

**Is Buying Call of Duty a Moral Choice?**

By Harsh Sharma

The video creator at PBS [1] brings good arguments about the moral choices that one makes when buying a violent game like 'Call of Duty'. His argument that Ammunition industry benefits from the licensing of guns in games gave my moral compass a 360-degree-spin. But it's pointing to the true north again, that is, though his arguments are valid, I don't think there's anything immoral in purchasing a game like Call of Duty or Battlefield.

I would like to start with a disclaimer that I own both Call of Duty and Battlefield and so my opinions could be inclined in their favor. That is not to say that I completely discarded Youtuber's viewpoints. His opening statement [2] : 'When you buy call of duty you buy a gun.' seems a little far-fetched statement. Though I understand why he said it as it's a good hook for the starting of video and captures audience attention.

He starts his explanation as to how guns are getting more real in the game. How guns in games feel like the real ones and why is it important. He coins the term verisimilitude to explain that people would like a game which can resemble reality. And therefore, it incentivizes the developers to make the game world as real as possible which also includes guns design, name, and sound. The creator tries to compare the use of guns in movies and books compared to games. He's correct that the guns in movies are more generalized and doesn't take any specificity into account. Whereas in games, it's all about real world simulation.

This stark similarity demands for licensing from the manufactures of these weapons. So yes, indirectly when I'm buying a game which has these licensed weapons, I'm indirectly boosting the ammunition industry. But if that is the case then whenever I'm buying a happy meal from McDonalds am I not promoting obesity? Because everybody knows fast/junk food isn't healthy [3] but just by your purchase you indirectly promote that industry, indirectly promoting obesity. Well, the analogy could be argued but is also not far-fetched.

The point I'm trying to make here is though the indirect consequences could be true, that doesn't make me responsible for the action one makes. It's up to you to eat junk food irrespective of me buying a burger. Similarly, it's up to one to use guns in the real world and has not much to do with me if I'm buying/playing COD\*.

***REFERENCES***

1. *PBS Idea Channel: https://www.youtube.com/@pbsideachannel*
2. *The opening statement: https://www.youtube.com/watch?v=jeIHH0XEs6E*
3. *Fuhrman, J (2018). The Hidden Dangers of Fast and Processed Food*

*\*I had to play Call of Duty after writing the reflection paper.*