**Playing violent video games decreases pro-social behaviour and increases violent criminality - FOR**

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It only takes one individual to have a bad response from playing a violent video game to prove today’s statement true.

* **Eisenberg and Mussen in 1989** defined **prosocial behaviour** as a voluntary action intended to benefit or help another individual. *(Eisenberg, Mussen, 1989)*
* Violent Crime is when a victim has been hurt or threatened with violence. *(National Institute of Justice, 2021)*

**2015 APA** (American Psychological Association) task force reviewed **170 research reports** on video game violence.

* While the study didn’t find sufficient evidence to link criminal violence to violent games,
* It did however demonstrate a consistent relation between violent games and increases in aggressive behaviour as well as a decrease in prosocial behaviour. *(American Psychological Association, 2015)*

There has been an **decrease in crime in the US over the past 20 years**, possibly due to the **growing interconnection of the world** with more **social pressure and deterrent.**

* However, there has been a steady increase in active shooters. *(FBI, 2013)*
* In **2002 US Secret Service** study of **41 people involved in school shootings,** *(UNITED STATES SECRET SERVICE AND UNITED STATES DEPARTMENT OF EDUCATION, 2004)*
* Found that **59%** demonstrated an **interest in violent media**.
  + Though only **12% for games, 24% books, 27% films, and 37% own writings**.
* This **suggests** that people who are violent **may seek out violent content** in their preferred medium.
* Surely **marketers realised by now the potential audience** seeking out their violent games.
  + Companies could tailor **games for violent people**, **giving a platform** to practice these actions.
  + Take **Rust** *(Rust, 2018)* **for example**, a first time **player unlikely toxic**. But game rewards player for performing unsocial acts like killing another player - disadvantaged
  + Games are inherently made to make the player **interested in the mechanics**, therefor the **reward factor** for performing these actions could be seen to **encourage violence.**
* **kids tv shows** are all about **moral messages**, because more **easily influenced**. So given this, what could happen if a child plays these violent games such as **Hatred** *(Hatred, 2015)* or **Active Shooter** *(Active Shooter, 2018)* in which the player gains health or points for killing civilians.
* **1961 Albert Bandura Bobo Doll experiment** *(Bandura, Ross, Ross, 1961)*, children were exposed to a **violent or nonviolent adult** or no adult. After watching adult’s actions towards Bobo Doll, they were each left alone with it. Results found that **those exposed to violence tended to imitate the observed violence.**

**2019, Chang & Bushman** *(Chang, Bushman, 2019)* got **242 children to play 1 of 3 variants of Minecraft** *(Minecraft, 2011)*. One gun, one sword, no weapon.

* After they were left with an **unloaded handgun**.
* **67% of gun players** touched the gun, meanwhile **56% of sword players**, and **only 44% of the nonviolent**
* **Maybe** this is due to a **desensitization of using a weapon within the game.**
* Now this is minecraft, so surely a **vr game** such as **HHH (Hotdogs, Horseshoes & Hand grenades, 2016)**, would replicate if not increase the statistics. From **physically performing** these actions and gaining **muscle memory** of reloading or shooting a gun.

Kids want play what they see adults enjoying; most advertisement are from streamers. replicate what streamer does.

* Blade & Sorcery *(Blade & Sorcery, 2018)* has no reward, but provides tools for player to have fun performing their own violent acts; which then becomes a satisfying gameplay loop.

**Catharsis Theory:** *(Vsauce, 2017)*

* **2017**, **2 groups of adults** are **angered** up against a fake person. Wreck room. Reaction test. If win can control voltage and duration of shock to fake opponent. Consistent results
  + Maybe desensitised in the short term to the point that judgement is hindered and they make **biased decision based on the actions previously performed, leading to prolonged aggressive emotion?** If true for physical release, maybe true for games?
* **2007** study of **161** 9-12 yr olds, and **354** 17-29 yr olds, play one of **5 games**, then **reaction test** but pressing a mouse button faster to deliver a loud noise to the fake opponent. *(Anderson, Gentile and Buckley, 2007)*
* Violent game players delivered over **40% more high intensity noise blasts** in **both age groups** compared

Violent games linked to crimes such as violent crime spree in Oakland 2003, 5 homicides in Minnesota 2003, beating deaths in ohio and michigan 2002, and the beltway sniper shootings Washington 2002. Very specific instances

**Closing statement:**

The statement today isn’t are video games bad, but do they have an affect; and research suggests yes. Ofcourse everyone’s mind works differently, and some are more easily susceptible to these affects. But as stated earlier, all it takes is for one person to have a bad reaction to prove todays statement true.

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