Eradicate (v.)

Given that long-term exposure to aggression desensitise people and that video gamers are often rewarded for accomplishing tasks requiring violent acts, I will examine why forms of violent expression in the media should be **eradicated**.

Ethical (adj.)

If the popularity of violent movies and computer games declines, the world will be a much **ethical** and safer place to live in.

Incidence (n.)

With the ever-increasing number of **incidences** of violence in today's world, whether or not entertainment that promotes extreme behaviors should be restricted has been a hotly debated topic.

Make-believe (adj.)

In the **make-believe** world, it is very often not until the story's protagonists have defeated all their competitors that they have a decisive victory.

Perverse (adj.)

Yet, given that habit is second nature, people become increasingly accustomed to **perverse** violence and become increasingly tolerant of it.

Protagonist (n.)

In the make-believe world, it is very often not until the story's protagonists have defeated all their competitors that they have a decisive victory.

Radical (adj.)

In some extreme cases, such a distorted rewards scheme plants the seeds of darkness in gullible individuals, especially the impressionable youth, who may very possibly morph into **radical** sociopaths as time goes by.

Sympathy (n.)

Therefore, violent entertainment is undeniably detrimental to society, as it not only makes people fail to show **sympathy** towards others but also deprives people of the capacity to distinguish right from wrong.

Tolerant (adj.)

Yet, given that habit is second nature, people become increasingly accustomed to perverse violence and become increasingly **tolerant** of it.

Trait (n.)

In other words, characters are rewarded for their pure cruelty rather than their positive traits.