

Erode (v.)

Having discussed that strong attachment to violent entertainment **erodes** people's moral standards and that addiction to fictional violence leads to increased craving for extreme behaviours.

Gullible (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.

Indulgence (n.)

While many consider that indulgence in a violent atmosphere exerts catastrophic impacts on society, others maintain that experiencing violence in virtual world platforms is nothing more than harmless entertainment.

Impressionable (adj.)

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Immerse (v.)

In terms of the numbing effects of violent films and computer games, people **immerse** in fictional violence are inclined to consider violence an acceptable way to solve real world conflicts.

Sanity (n.)

I believe we should start preventing ourselves from being exposed to violence as much as possible in order to maintain our **sanity**.

Sociopath (n.)

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.

Trivialise (v.)

For example, many shooting games **trivialise** the brutal act of killing enemies and diminish the value of human lives.

Vengeance (n.)

As a result, to prevent ourselves from worshipping **vengeance** and aggression, we should hesitate no more to minimise our exposure to violence in our leisure time.