

# Accustomed (adj.)

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

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# **Accomplishment** (n.)

From the social perspective, the violent entertainment industry endangers social stability as it forges a feeling of success from the **accomplishment** of killing someone else.



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# **Aggression (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.

# Capacity (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.



# Catastrophic (adj.)

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.

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# **Decisive** (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.



# **Desensitise (v.)**

Given that long-term exposure to aggression **desensitises** 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.

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# Diminish (v.)

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



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## **Distinguish (v.)**

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.

## **Distorted** (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.