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Emotionless killing

"I volunteer!" I gasp. "I volunteer as tribute!(Collins pg 22)” {1}The most famous line from *The Hunger Games* by Suzanne Collins. This book was about living in a dystopian society where killing was normal and was even made into a sport. Humankind is headed in a similar direction in real life. The nation has become desensitized to idea of killing or someone dying being normal, violence is changing emotions, and video games are extremely violent which could easily lead to a society where killing is an accepted form of entertainment. {2}

The media and the news is filled with violent stories and tragic events on a daily basis. When individuals hear about someone being murdered on the news most people show little to no emotion to it. This makes humans very desensitized because killing is such an everyday thing that the community have become oblivious to the fact that people are being murdered. The news shows stories about people dying or bombings on the news but a lot of humans chose to ignore it. “Research has found that exposure to media violence can desensitize people to violence in the real world and that, for some people, watching violence in the media becomes enjoyable and does not result in the anxious arousal that would be expected from seeing such imagery”(Violence). {3} Constant violence in media is changing people’s emotions associated with death and killing. Violence is prevalent in almost every news program which makes it easy to get used to it. This will eventually lead people to the idea that killing is normal and possibly lead to a society where killing is acceptable.

Video games are becoming increasingly violent. Out of the top 5 games of 2016, 4 of them had to do with shooting for killing(top 5). {4} The most popular games out there are extremely violent and it’s what people want. People enjoy killing in video games because they get satisfaction and happiness from it. How long until this is implemented into the real world as a sport? Violent video games are increasingly making the nation even more desensitized by associate happy and fun emotions with killing. The likelihood of children playing violent video games is staggering. “A psychological group reports that more than 90% of children in the United States play video games... 85% or more of video games on the market contain some form of violence”(Scutti). {5} Almost all of the kids in the United States have been exposed to some sort of violent video game. They are learning at an early age that violence is acceptable and promote them into having more aggressive lives. Violent video games influence the idea of killing making people associate happy fun feelings towards it. For example, the killers in the Columbine shooting compared what they did to playing the Violent game of Doom by saying, “murder would just be as easy as playing the game”(Bennett). They were given the idea that killing would be a simple thing to do in real life just from playing a video game. {6} People will eventually get bored of playing video games and take it to the next level. When video games aren’t fun anymore they give ideas to people essentially play the video game in real life. With virtual reality making games so real, it’s only a matter of time before people start playing these games in real life.{7}

The world is filled with violent people committing violent acts. Everyday there is an act of terrorism or homicides almost daily and humankind has gotten used to that being a normal part of life. It is next to impossible to go an entire day without seeing some form of violence. With people associating killing with happy fun emotions they are rewiring their brain to have a whole new mindset towards violence. {8} The everyday stories of massacres, violent deaths, and tragedies are desensitizing society from feeling emotions like compassion and empathy. It’s become so normal for people that it feels like it’s just a another day. Images or games of a violent death need to have a new meaning to people. It’s hard not be influenced in some way because the amount of violence that is out there. Without emotions likes grief and sadness towards brutal killings or tragic events, all that is left is a dystopian society that hides their true emotion. For example in Roman times, in the colosseum there were fights to the death that thousands of people would go to watch. Civilization will eventually go back to barbaric roots and continue this violent sport. People loved the sense of entertainment and got a huge rush of excitement from these fights. {9} Currently, there are gangs in places such as Chicago or even right here at home in downtown St. Louis that kill for a living. In 2016 alone Chicago had 4,097 shootings(Chicago Tribune). {10} Society as a whole is becoming increasingly violent and there is only so much the government can do as a whole to prevent this. It’s only a matter of time before killings increase to the point where people go to watch it for fun and entertainment.

Society as a whole is on the track for killing to be considered a normal part of life. People are playing video games with blood and gore for enjoyment. It’s only a matter of time before that becomes real life. People are becoming more and more desensitized because of the violent influences around their daily life. The community is on a fast track to becoming a dystopian society where killing is a fun sport to watch in real life just like in *The Hunger Games*. {11}

Endnotes

{1}- I chose this book because it really opened my mind to the fact that this could be possible some day in a way. Seeing the movie reminded me of video games and made me think that they could eventually lead to a society where killing is normal.

{2}- My thesis statement is very provable by research and can be argued either way.

{3}- I chose this fact because of how true it is. I never realized how prevalent violence is in the news, once you start paying attention to it, that’s all the news really is.

{4}- People like playing violent video games because they get entertainment and satisfaction from killing someone or terrorizing something. These are the most popular video games, the ones that let you do things that aren’t acceptable in the real world.

{5}- By using logos with percentages, it really shows the amount of people play these games and how big of a problem it really is. They are having their brain rewired at an early age to thinking that killing and violence is a normal thing. They don’t develop the normal human emotions towards killing and violence that people should have.

{6}- This is my strongest example to video games leading to violence. The shooters themselves compared their mass murder to being just like playing the game doom. This brings a unarguable fact that the game influenced their decision to kill greatly.

{7}- With my example I provided, it is hard to deny that violent video games influence the way people act and their feelings towards killing.

{8}- When people play these games, their emotions change. They have fun killing people in games and are happy when they play violent games. So in real life they are so used to those emotions towards it that they don’t have the same emotions towards violence that they originally did.

{9}- By using the example of the Colosseum, it shows that this has already been done before. This gives the idea that it is possible in real life to have killing as a sport once again.

{10}- In real life, there are already people and gangs where killing is a daily part of their life. By using logos through numbers and statistics it brings an unarguable fact that violence and killing is extremely prevalent around the world.

{11}- Overall, I felt like I got across the idea of how violence in everyday society will lead to killing as a sport. I focused more so on the fact of how influenced we are by the media and video games to show how desensitized people are becoming.

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