The growth of violent activities and offenders in most principle global metropolitans is inevitable based on many elements. Some people believe that one of them is a result of early interactions with violence in children through games in present-day life. I partly agree with this assertion.

On the one hand, I accept that one of the reasons for creating and spreading lawbreakers in many cities is a trigger to engage in harmful games in childhood. It is clear that kids' cognitive and mindset are insufficient. In other words, their brains are processing development completely. Besides, due to the cutting-edge technology, especially violent game fields with modern effects, they might be easy to addict deeply, creep into losing the ability to differentiate the virtual reality. As a far-reaching result, dozens of established adolescent groups engaging in illegal activities, young mass murderers who cause social disturbance and moral hazard, and citizens who are subjected to the consequence of this incident.

On the other hand, I also believe that cruel games are not the sole factor that children get involved in to prompt the upward trend of committing a crime in most cities, but the educational environment. Adolescents having their basic ability to recognize might incline to mimic the behaviors of adults without assessment, plus the carelessness of their parents; thus, they seem to be tempted to generate the loss of social order. To exemplify, kids suffering from domestic violence probably tend to commit an offense because the framework of their mind assigns that they could get away from the sentence, which could lead to a disruption in social security.

In conclusion, I partly side with those who argue that children's exposure to violent games is the reason for increased quantitive data on crimes in vast cities. However, I believe there might be many alternative reasons causing the growth of crimes, apart from the influence of brutal games.