

Fall 2023 | COM 110 | Homework 11 | Derin Gezgin

[preliminary: read the three attached pdf articles and then answer the questions below:

- (1) “Time spent playing two online shooters has no measurable effect on aggressive affect”,
- (2) “The effect of online violent video games on levels of aggression”
- (3) “Video game play is positively correlated with well-being”]

[1 25pts] In article (1) what games did people play? Have you played any of these games? If so, then which is your favorite and why? If not, then explain why you haven’t played it.

Article (1) explains research focusing on the aggressive effect of two games: *Apex Legends* and *Outriders*. I have never played either of these games in my life. Personally, I’m not generally into playing video games, and this is not an activity that interests me a lot. More specifically, in rare cases, I love to play action-adventure games like *GTA* rather than “online shooter” games like *Apex Legends* and *Outriders*. I wouldn’t say I like storyless online shooter games, which are boring after a short while.

[2 25pts] After reading (2) do you think this is conclusive evidence that there is a connection between FPS games and aggressive behavior (basically these people will end up violent)? In either case, provide some support for your stance.

Even though the article (2) achieved a conclusion of “Participants who had played the violent video game were more aggressive ... than participants who had played the neutral video game,” I think that we can’t “completely” correlate game preferences of gamers and their proneness to aggression. I believe anyone who gets aggressive from video games already has the potential to show aggressive behavior, and video games are just a medium to uncover this potential. For a simple example, people with the genetic potential for skin conditions should be careful about using a form of protection while they’re exposed to prolonged sun in order to be safe from skin-related diseases like cancer. We can’t conclude from this situation that everyone is in danger of sun exposure, regardless of their genetic potential for skin-related illnesses. Still, we can conclude that sun exposure helps to uncover the potential of skin-related diseases that people have genetically. In this case, I believe that video games “help” uncover an individual’s aggression potential. Still, we can’t say that they “create” aggression from zero in any individual.

[3 25pts] In article (3) what games are played? Have you played any of these and if so, which is your favorite. If not, then why haven’t you tried it?

In article (3), the players played *Plants vs. Zombies: Battle for Neighborville* and *Animal Crossing: New Horizons*. Even though I played the mobile version of *Plants vs. Zombies*, I have never played both of the specific games. I never had a Nintendo Switch so that I couldn’t try the *Animal Crossing: New Horizons* game. On the other hand, when I played *Plants vs. Zombies* on my phone, I found it boring, so I wasn’t interested in any other titles in the same game series.

[4 25pts] A former US president once said this in response to a mass shooting event:

“Second, we must stop the glorification of violence in our society. This includes the gruesome and grisly video games that are now commonplace. It is too easy today for troubled youth to surround themselves with a culture that celebrates violence. We must stop or substantially reduce this, and it has to begin immediately.”

Does article (1) or (2) support this idea? After reading these articles, what do you think?

After reading articles (1) and (2), I can say that these articles have different stances on the same subject. While article (1) claims that time spent in online shooters has no measurable effect on the aggression of the players, article (2) concludes that time spent on violent games has a positive correlation with the aggression of the player. That’s why we can say that article (2) supports the idea that video games embrace violence in society, and article (1) contradicts this idea by saying there’s no correlation. Even though in the second question, I opposed the conclusion of the article (2), I think that this response of a former US president is approaching this topic in the right direction. The fact that video games, especially violent ones, have become widespread, the culture of violence is also spreading throughout the community. Even though video games won’t make an utterly pessimistic individual an aggressive threat, the spread of video games is causing a disposition to violence. I want to add that, as article (3) states, video games can slightly support the mental well-being of an individual, so generalizing them as completely threatening to society won’t be the correct approach, in my opinion.