**Controversies, controversieS, **

In the video game industry, as well as the video game community, there are many controversies involved within as with other communities and industries. These controversies are caused by issues people have with these communities or issues caused by individuals within said community. This essay will be about the controversies around violence in video games and its correlation to real world violence.

The topic of violence in video games is very well known both within the video gaming community as well as outside the community with news coverage of the topic and other media highlights talking about whether or not it is a major contributor to violent acts in the world.

Since this debate has been active since the creation of the arcade game Death Race in 1976, where the game depicts the player killing humanoid figures. [1] The humanoid figures depicted were said to be “gremlins”, however many people think these “gremlins” look very similar to humans. [2] The concerns about video games being violent spread because of this game, and parents were concerned that their children would become violent due to this. Other games appeared in the arcade, such as Cop ‘n’ Robbers, Tank 8 and Jet Fighter, that had similar levels of violence depicted as Death Race in them but they received very little complaints. [3]

In 1992, the release of the video game Mortal Kombat to many consoles, which sparked more controversy and issues about violence in video games.