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Violent video game effects

The video game industry is developing nonstop because the increasing of the corporation plus players' demands is high. As statistics, the video games which attract many players are about the violent video games because the content and the virtual image are improving and becoming very lifelike. The players do not realize the border between real world and virtual world when they are participating in the game. The game entertainment corporations drop much money to invest in the violent video game projects cause of direct or indirect effect to health and social issues because they will get huge revenue from huge amount of players who are children and adolescents.

Every year the game violent companies earn huge money from selling their products. According to the guardian "call of Duty: Modern Warfare 3 was sold \$775m in first five days." This is an amazing number. It has greater revenue compared with famous movies such as The Dark Knight and Harry Potter at the same time. These companies are often focused in USA and Europe and the other developed countries because there are many good programmers and art virtual designers here. These game video companies often concentrate to develop games which have high action and conflict element because they will attract many children and adolescents. The conflict content game does not require many good stories. The violent video game only needs to have many the opposite characters and the diversity scenes. In addition, the violent video games are not only killing scenes of two conflict groups. The video game company will always try to create many conflicts of many other kinds. It can be criminal behavior,

disrespect the law and sexual exploitation. This will attract many kinds of players. For example, it is also about car race as an Original Armageddon game. As a player, he or she can drive with high speed and can hit the pedestrians. To make a good violent video game, it requires preparing many things. First, they will research player's demand and the market. Second, they will ask ideas of experts about many other fields such as psychology, science, human and technology so on. They will decide which game will create can compete other companies and attract players at the present market. In the past, there were not many video game corporations. But now many video game corporations are increasing and competing. A decade ago, the visual art was not real like because of limited technology. At now, visual art has been changed. A human image into video game is almost the same real human about appearance, gesture and character. In addition, the players can play in many other devices. For instance, they can play in the laptop; the play station, the Xbox and the equipment such as data gloves, 3D glasses which permit players feel as they are in the game. The advertising is key element to help Game Corporation which can sell many products and fast. They can advertise on YouTube, television, newspaper and internet which will track and attract many players.

Violent video game Entertainment Corporations are careless about player's health problem. Their purpose makes conflict visual image and content as lifelike and can sell and have huge revenue amount of players. Violent video games also can create higher stress levels in younger kids. The children often like to spend time in front of the violent video game because they like character in game and are curious to discover things which they have never seen it before. In addition, Children's parents are busy with work. They do not much time to play with their children. As according to Doctor Brad Bushman "the process of focusing on one thing and doing it constantly for long periods of time almost begins to feel like an ongoing stressor because it is taking up and draining your resources". At this

reason leads many children who are easy to get mad. They always feel uncomfortable and angry with themselves.

The violent game contributes to aggressive and violent behavior. There are many research and controversial topic about this phenomenon. One of them is the book about Grand Theft Childhood was written by two authors. Kutner and Olson described “Other boys in the group chimed in, sharing their enthusiasm for that scene’s shooting techniques, the color of the blood, and the dying victims’ reactions” (111). However it still has yet a clear and satisfying answer to everyone. But there are an amount of evidences which can prove of playing violent video game effects. Many high school students who are violent game players used gun or knife to attack other schoolmates. According to Benedict Carey “the young men who opened fire at Columbine High School, at the movie theater in Aurora, Co.” Through past time, there happened many school bully and killing. In addition, many students who have ever played violent video game are unfriendly behavior and disrespectful to their parents and elders. They do not feel scare and always become dangerous when they are not pleasant with their situation.

Living a technology world nowadays, the children are playing violent video game soon. It will create long term bad habits for these children later. And they will be hard to stop to play when they become mature. They will become violent game addict. This will affect to society and their future. Benedict Carey wrote “youngsters who develop a gaming habit can become slightly more aggressive”. This makes worried issues for the society. To solve this problem, Doctors and psychology expert now use modern equipment to exam player’s reaction. They will attach the electrical wire from a system to a player’s head. While violent video game players are playing the game, the brain high active part will appear a red color on computer screen; this will permit researchers know parts having related effects of playing violent video game and they will give valued advice to players. Parents should spend time with

their children. If they want to their children who play safe video game, they can buy video game which have low violent element by checking in Entertainment Software Rating Board (ESRB).

Playing violent video game, the players will participate to the violent content. Playing a long time will affect to health and behavior. The children will be stressed and depressive. Some will have dangerous action because of behavior changing. But violent video game is still a controversial because the researches have yet given appropriate solution for violent video game related issues.

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