

Document 1

Video Games Cause Violence

Playing violent video games can lead to more aggression, bullying, and fighting.

A study found that 60% of middle school boys and 40% of middle school girls who played at least one Mature-rated (M-rated) game had hit or beaten someone. In comparison, only 39% of boys and 14% of girls who did not play M-rated games reported the same behavior.

Another study published in the Journal of the American Medical Association discovered that regularly playing violent video games is linked to increased aggressive behavior over time.

Many studies have shown that kids who play M-rated games are more likely to bully others, both in person and online, get into fights, argue with teachers, and act aggressively towards their classmates throughout the school year.

Document 2

Video Games Cause Violence

Violent video games can make players less sensitive to real-life violence. A study published in the *Journal of Experimental Social Psychology* explained that this means people show less emotional response to real violence after playing these games. The study found that just 20 minutes of playing a violent video game can make someone less affected by real acts of violence. When people become desensitized to violence, they might be more likely to act violently themselves.

By the time they turn 18, American kids will have seen about 16,000 murders and 200,000 violent acts in video games, movies, and on TV. Another study showed a clear link between playing violent video games and an increase in aggressive behavior because of a weaker response in the brain to real violence.

Research has found that both short-term and long-term exposure to violent video games leads to lower emotional reactions to violence. One study even showed that playing these games was connected to changes in brain activity, which suggests a connection between desensitization to violence and more aggressive behavior.

Document 3

Video Games Cause Violence

Playing violent video games is connected to lower empathy and less kindness. Empathy is the ability to understand how someone else feels, and it usually helps prevent aggressive behavior. In a study of 150 fourth and fifth graders by Jeanne Funk, a psychology professor at the University of Toledo, violent video games were the only type of media linked to lower empathy.

Another study published in the American Psychological Association's Psychological Bulletin found that playing violent video games can lead to less empathy and fewer positive actions that help others. Eight different tests showed that violent video games had a strong negative effect on helpful behavior, leading to the conclusion that playing these games is linked to less willingness to help in real life.

Many studies also found that kids who are exposed to violent media often have poorer moral reasoning skills than those who are not. A large analysis of 130 studies involving over 130,000 participants showed that violent video games increase aggressive thoughts and feelings while decreasing empathy and helpful actions.

Document 4

Video Games Cause Violence

Violent video games teach players that fighting is a good way to solve problems by giving rewards like more health, better weapons, or moving to higher levels when they use violence. Studies show that players who are rewarded for being violent in games act more aggressively than players whose games punish violence.

One big difference between violent video games and violent movies or TV shows is that games let players participate in the violence and reward them for it, while movies and shows don't. A study of 81 video games for kids 13 and older found that 73 games (90%) gave rewards for hurting other characters, and 56 games (69%) rewarded killing.

People who played a game that rewarded violence were more aggressive and had more violent thoughts than those who played the same game without violence or with violence that was punished.

Document 5

Video Games Do Not Cause Violence

Research shows that playing violent video games might make people feel angry or frustrated, but it doesn't make them violent. In fact, any game where you compete against others - even non-violent games - can make people feel this way.

Lauren Farrar, who makes educational videos, explains it like this: "When something terrible happens, like a shooting, some people try to blame violent video games. But the research doesn't show this is true."

She explains that violence means physically hurting someone, like hitting, kicking, or pushing. Aggression means feeling angry or acting hostile, like yelling, arguing, or getting frustrated. While all violent actions are aggressive, not all aggressive actions are violent. For example, if you get mad and yell at someone, that's aggressive but not violent. If you hit someone, that's both aggressive and violent.

Scientists did a study where they watched people play different kinds of video games. They found something interesting: it wasn't the violence in games that made people feel aggressive - it was the competition. Whether people played sports games or fighting games didn't matter. What made them frustrated was trying to win.

To make sure they were right, scientists watched high school students play games for four years. They found the same thing: competing against others in games can make people feel frustrated, no matter what kind of game it is.

Document 6

Video Games Do Not Cause Violence

The numbers simply don't show that violent video games lead to real violence or school shootings.

Katherine Newman, who studies these issues at a big university, points out something important: millions of young people play video games with fighting and shooting, but almost none of them become violent in real life.

The U.S. Secret Service and Department of Education looked into 37 school shootings that happened between 1974 and 2000. They studied 41 people who committed these attacks. What they found was surprising: only 12 out of 100 of these attackers were interested in violent video games. More of them were interested in violent movies, books, and writing their own violent stories.

Dr. Patrick Markey explains this well. He says that almost all young men (90 out of 100) play video games. So saying that someone who committed a crime also played video games like Call of Duty or Halo is like saying they wore socks - it doesn't mean anything because almost everyone does it.

Here's something else interesting: in other countries where lots of people play video games, there isn't much gun violence. Scientists looked at the ten countries where people buy the most video games. Nine of these countries have very little violent crime, even though people there spend more money on video games than Americans do. The United States has more gun violence than these other countries, even though people in those countries play just as many video games.

Document 7
Video Games Do Not Cause Violence

Scientists have found many things that might cause young people to become violent, but video games are not one of them.

The U.S. Surgeon General, who is like America's top doctor, made a list of things that might lead to violence in young people. This list included having parents who hurt them, being poor, not being taken care of properly, living in neighborhoods with lots of crime, using drugs or alcohol, and having mental health problems. The list also noted that boys are more likely to become violent than girls. But video games weren't on this list at all.

Scientists even found that something as simple as hot weather can make violence more likely. When the temperature goes up, more fights and attacks tend to happen. This shows that everyday things like weather can have a bigger effect on violence than video games do.

Document 8

Video Games Do Not Cause Violence

People who play violent video games can tell the difference between fake fighting in a game and real fighting in life.

By the time kids are seven years old, they know what is real and what is pretend. They understand that fighting in a video game isn't the same as fighting in real life.

Think about all the pretend violence kids already see. When Harry Potter uses magic spells, when Tom chases Jerry, or when Minions fight bad guys, kids know it's just make-believe. The same is true for video games. Kids understand it's just part of playing the game, and they know not to copy these actions in real life.

Playing pretend is actually good for kids. The toy company Fisher-Price explains that when children pretend, they're doing more than just playing - they're learning. Using their imagination helps kids think creatively and work through problems that worry them. So when kids play video games, they're using their imagination just like when they play with toys or read stories.