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September 28, 2020

Info literacy and research

English 132-05

### Are violent video games really the cause of bad behavior?

Is it true that one simple video game can affect a person's character? One of today's most debated topics is whether violent video games cause bad behavior. This topic has been ongoing for years and there are still major opinion differences. With the increasing popularity of video games, the majority of people spend their time on games. Exposure to violent video games negatively affects people in a variety of ways. It increases aggressive behavior, physiological thoughts, and aggressive feelings.

First statistics show watching violent video games lead to a decrease of the behavior of helping other people, as well as feelings of empathy for other people. People stop having humanity as they handle other people because of watching violent video games where they practice the fact of the game in their real life and as they live with other people. Violent video games cause others to see everyone as an enemy instead of a friend. Being overly involved in playing violent video games leads to many problems as they spend much time on the games. Players develop poor social skills, many students spend much time away from school work and hobbies. These games have become a large risk factor for aggressive behavior in children.

Secondly, Academic achievement may be negatively related to overall time spent playing video games. Studies have shown that the more time a person spends playing video games, the poorer is their performance in school. A study by University's Minnesota School on Professional Psychology found that video game addicts argue a lot with their teachers, fight a lot with their friends, and score lower grades than others who play video games less often. Other studies show that many game players skip their homework to play games, and many students admitted that their video game habits are often responsible for poor school grades.

Also, Some video games teach kids the wrong values. Such as violent behavior, vengeance and aggression are rewarded. Negotiating and other nonviolent solutions are often not options. Video games teach people that "violence" is always the answer. People tend to follow after one another instead of being a leader. Many people take video games as reality which makes them feel good in real life as if there is a game.

Some people may disagree and believe that violent video games actually have positive effects on a person. Such as, problem solving and perseverance. In higher levels of a game, the player usually fails the first time around, but they keep on trying until they succeed and move on to the next level. However continuing to make it to a higher level causes a person to want to be more violent. They build up anxiety. Many children having anxiety internalize it instead of sharing with other people, talking about it or expressing it emotionally through crying. People can attack anything they see or harm anyone or around them to release that anxiety.

Violent video games have more negative effects compared to positive effects to the player. The numbers of people who play video games get addicted and spend much of their time on the games. Violent video games make many people develop violence to other people, which cause them to lose the feeling of helping others or showing sympathy to other people. Violent video games make the players internalize anxiety whenever they have issues where they do not feel comfortable sharing with other people to get help. The majority of people who watch and play video games spend much of their time on the games instead of school work and hobbies end up being unsuccessful. It is apparent that people who play violent video games may turn to be violent as they practice what they learn from the games. Violent video games make the players become aggressive and apply anger to people around them.