

The list of factors that can convert computer games into real-life violence stimulators.

Thesis Statement:

The opinion that games make violent actions normal for the player and therefore make the player pitiless can be often heard. In this case, the game is the cause of violence and the act of violence by itself is a consequence.

Games and Violence:

Introduction: Computer games have seriously caught the attention of Mass Media and nowadays every channel considers its duty to remind people how much damage these games cause to children and adults. The increasing amount of games with violent scenes shock the society and makes it very aware of them. It is already common knowledge that violent games cause violence in people. This fact is not even doubted by the majority of people. Every other person says that the reason lies in games being too close to reality. The opinion that games make violent actions normal for the player and therefore make the player pitiless can be often heard. In this case, the game is the cause of violence and the act of violence by itself is a consequence. And can real-life violence exist in the reality of a game? Is the transfer of the definition of “violence” with all its peculiarities from one world to another justified only according to the external similarity of these two worlds?

Games originally are entertainment. Contemporary games are very realistic and for this reason, they are a source of a great experience for the player and develop the imagination. Games are entertainment and even more than that. Besides, the statistics of the New York University lead by Green and Bavelier claim that the player preferring active games get an improvement of some types of brain activity, related to the processing of visual information. In particular, game players cope with problems of simultaneously tracking several moving objects at an average level of 30% better than people who do not play active computer video games. The “gaming” violent experience may not be the cause of violent behavior in reality. None of the playing experience will become a priority in making important decisions concerning problems in real life. A game is an abstraction. A player gets abstract tasks and acts according to abstract rules. Games are also the possibility to be however a person wants to be and to rest from the outside world for some time. But what if a person gets so much excited with the game scenes that he becomes violent in reality? Then, it proves that games cause people to become violent. Let us stop for a moment right at this point. Those who do not participate in this type of activity usually conclude the presence of violence in the game-world.

Conclusion: Nobody will ever hear this kind of statement from those who play, from those who know the rules of the game and understand that it is just a virtual world. A psychologically healthy person will never confuse or connect these two different worlds. A game is a virtual world with visual images very similar to humans. These images represent by themselves nothing but simple playing obstacles. A game may potentially give the opportunity to “destroy the obstacles” that may not be destroyed according to the rules but it is more about personal choice whether to do it or not. This leads us to the conclusion that violence is not a consequence but the cause. People who are originally prone to violence may get irritated by games and perform violence in the “real world”. But in this case violence in games is a simple justification of the violent nature of the player.