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## Jan 28 2010 [Do violent video games contribute to youth violence?](#)

POSTED AT 09:15 AM

The effect of violent video games on children and teens has been debated by researchers and the media since the release of the video game *Death Race* in 1976. 97% of 12-17 year olds in the US played video games in 2008, thus fueling an \$11.7 billion video game industry. In 2008, 10 of the top 20 best-selling video games in the US contained violence. [1]

Violent video games have been blamed for school shootings, increases in bullying, violence towards women, and other violent criminal behavior. Critics of violent video games argue that these games desensitize players to violence, reward players for simulating violence, and teach children that violence is an acceptable way to resolve conflicts.

Video game advocates contend that a majority of the research on the topic is deeply flawed and that no causal relationship has been found between video games and social violence. They argue that violent video games may reduce violence by serving as a substitute for rough and tumble play and by providing a safe outlet for aggressive and angry feelings.

Concerns over the link between violent video games and youth violence have prompted politicians and several states to attempt to regulate the sales of violent video games to minors. While the courts have prevented these regulation attempts by citing free speech concerns, the debate continues as technology improves, games become more graphic and realistic, and video games remain popular.

### **What do you think about the viewing of Violent Video Games???**

From the ProCon website.

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## Dec 16 2009 [Are cell phones safe?](#)

POSTED AT 10:50 AM

In 2008, the \$148.1 billion wireless industry had over 270 million subscribers in the US (87% of the population) who used over 2.2 trillion minutes of call time.

The radiation levels in cell phones, known as radio frequency (RF) radiation, are regulated by the Federal Communications Commission (FCC). Although the FCC and many other US government agencies consider cell phones to be safe when used properly, there is an accumulating amount of scientific research showing that cell phone use may cause cancer, disrupt pacemakers, decrease fertility, damage DNA, and increase the risk of traffic accidents.

According to the FCC and other government agencies, the majority of scientific studies indicate that there are no adverse health effects from cell phone use. Some scientific studies have pointed out that claims of cell phone dangers, such as cancer and driving risks, are exaggerated or based on faulty research.

### **Tell us which side you agree with and why. Please do a good job of explaining yourself, using examples or ideas you have or have heard.**

Taken from ProCon.org website

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