Internet Hub Offers Both Sides of Game Violence Debate

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ProCon.org, a California-based nonprofit charity that specializes in promoting “critical thinking” by presenting both sides of compelling issues has launched a new site dedicated to the topic of video games and violence.

The hub offers an introduction to the topic, noting that “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.”

It then lists a variety of research and opinions on the subject, from both sides of the fence, and offers gathered images and videos on the subject. Visitors to the site can take a survey on the subject and add their own voice to the debate. A separate debate section highlights pros and cons offered by politicians, scholars or public figures.

A 1999 quote from Bill Clinton is used on the pro (or, yes, violent games contribute to youth violence) side:

...video games like ‘Mortal Kombat,’ ‘Killer Instinct,’ and ‘Doom,’ the very game played obsessively by the two young men who ended so many lives in Littleton, make our children more active participants in simulated violence.

A Henry Jenkins quote is utilized to illustrate the con side of the argument:

According to a 2001 U.S. Surgeon General’s report, the strongest risk factors for school shootings centered on mental stability and the quality of home life, not media exposure. The moral panic over violent video games is doubly harmful.

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Recently, a 1976 study on the effects of violent video games was replicated and found no relationship between violent video games and aggressive behavior. (Rosengren et al., 1996)

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ProCon.org’s hub has a survey that asks visitors to put their views on the subject. Writing in the comments section, one visitor stated:

I've posted my views on the site. I think other people here really should take a few minutes to do the same, and do so politely. The survey is VERY short. It asks if you are pro or con and about the importance of the issue, and has a space to write your views in more detail.
I just went over there to take a survey. If anybody reading this article, go to that site and do the survey. If you join the debate bring every evidence to show them that video game does not cause violence. Use the FBI Statistic on crimes to prove your point. Also, to discredit the haters, show what happen to Jack Thompson, Rob Blagoevich, and the like of those politicians.

Might there's always equal of those politicians.

Plus look at wars that are happening in other countries and ask if those countries had videogames? So many other things.

Panics that happened with books, radio, comics, TV, movies, cartoons, videogames, dolls, computers and so many other things.

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