Violence and Video Games gets the ProCon treatment
by AJ Glasser February 08, 2010 13:30 PM PST

Nonprofit public charity ProCon.org adds a "violence and video games" section to break down the debate for the public. So far, they’ve got 15 Pros (as in “yes, games do cause violence”) to 14 Cons.

Nonprofit charity organization ProCon.org recently launched a video games section dedicated to the debate about whether or not violence in video games contributes to youth violence.

The structure of the site puts a ton of research on the topic at a user’s fingertips from both sides of the argument. Most of it might seem like old news to gamers (such as the purported links between violent video games and the Columbine High School and Virginia Tech shootings), but there’s also a lot of good background information not everybody knows off the top of their head.

For example, the site traces the violent video games debate all the way back to 1976 arcade game Death Race where players ran over gremlins with cars. Apparently there was such an outcry over the game (and rumors that its working title was Pedestrian) that they burned Death Race arcade machines in arcade parking lots.

Our first instinct having read that bit of information is to make a smart ass joke about the violence committed on the violent video game, but ProCon.org isn’t about snark and partisanship. It merely presents as much of both sides of an issue as possible -- which is why we’re glad to see that video games are getting a little bit of the ProCon love for the benefit of the general public.

Video Games [ProCon.org via GamePolitics]
My opinion is that videogame violence will for the most part not effect youth violence. They may be kids, but they know that just because Demitri Petrenko killed some Germans in World at War, it doesn’t mean that they can go and start killing German people. I also believe that the people from Virginia Tech and Columbine High had mental disorders and may or may not have been skitsotfenic.

ultrafool  
Feb 08 2010 at 02:04:25:PM PST  
"Anyone who plays violent video games is a baby killer. Not only do these psychotic murderers kill babies, but they eat them too." This comes from a study done at the Marvin Jewels Kingston College in New Jersey (non peer reviewed).

We must accept this as fact because it was a study done in a college. I have been playing video game for over 20 years, and I have yet to kill and eat my first baby…..but Bioshock 2 is now on store shelves, and I fear for the lives of those delicious little rascals. I hope I can contain myself...

J/K. Anyway. No, I do not believe violence in games causes violence in reality. I think that politicians and parents who do not know how to be a parent, look for something to point their fingers at and blame all the worlds problems on. Video Games are a great target because they are alien in nature to these people. The same exact thing happened in the 50’s when Comic Books came under fire. The Government forced restrictions on Comic Books that outlawed any Comic that was violent in nature and did not appeal to children.

We can all see how much they overreacted when we look at that today, and the same thing will happen with Video Games. The only good thing is that in another 30 or so years, anyone with any real power will have grown up with video games, and we can put all this moronic jibberygoosh behind us.

EKGPROD  
Feb 08 2010 at 05:03:43:PM PST  
There’s always something to offend someone out there...

MajorMike  
Feb 09 2010 at 08:43:18:AM PST  
reply  quote

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