

Are Violent Video Games the Cause of behavioral Problems?

Games are the sources of entertainment and are also considered technological advancements. Video games are becoming more convincing. Teen participation in this practice of joy has increased significantly. However, these days' brutality and destroying opponents are the focuses of these games. Now, gaming businesses improve more innovative approaches to make entertainment more interesting to the youngsters. This situation raises significant harmful impacts on the mind. Are these violent video games causing teenagers to act aggressively? Like most teenagers, I enjoy playing interesting video games, but I also believe a teen's behavior patterns can be harmed by spending too much time playing video games.

Playing violent video games for a long time can lead to violent behavior in teenagers. When faced with large respawning opponents in a video game, teenagers learn to behave aggressively in the real world. Teens' sub-conscious minds are conditioned to become aggressive through ruthless kills in video games. Rendering to a survey, two teen classes were asked to play computer games. One party spent more time as compared to the other on playing games. As a result, the team who spend more time became more aggressive. Another variety of the report claims that teenagers who play aggressive computer games consider violence enjoyable and are more likely to associate brutality with enjoyment (Chuang and Wei-Fan).

Furthermore, as teens play passionate video games, they are encouraged when they get success, which they unconsciously transfer to the real world. The line between video games and the reality of life can be blurred when a game is overplayed. Teens become oblivious to violence due to the vast number of arms, blood, and dead bodies shown in video games. According to numerous studies, hazardous video games cause adolescents to become hostile, lazy, violent, and unsocial (Creasey and Barbara 251).

Video games become more addictive when they are played uncontrollably. To complete a level or a mission, the players must repeatedly perform the same acts. However, achieving a stage or task takes a long time and requires a lot of patience. A teen usually needs days of nonstop practice to finish all of the missions and levels of a video game. It means the teen has no shared life, and what he cares about is killing as many rivals as possible to win. Many experts claim that teenagers play video games for long periods to demonstrate their skill in the area. Nowadays, the teen rivalry is about the knowledge that a teenager can demonstrate in such games than educational performance. Teens form socially involved communities to log in to such aggressive computer games at a certain time in the day and make competition with one another to win the game's championship (Griffiths 203).

Another disadvantage of spending extra time on playing computer games is that it makes children more antisocial and obese. Many studies have shown that when people play video games, they eat more before learning and sleeping (Chuang and Wei-Fan). Many weight-related issues are caused by excessive calorie consumption while seated, playing video games, having little physical exercise, and eating. Young people are who play games for a long time get restricted from exercising at the gym or a local jogging track, which results in gaining weight and a bigger threat of heart disease far ahead in life.

The ratings of video games and age limits for the games can be imposed more rigorously. The ratings of the games inform the customers about the types of games they purchase, and they get to know what the games included, such as sexual acts and abuses. The parents should keep track of the activities of their children to check the ranking and types of the games to determine whether such games are suitable for them. It should be forbidden for youngsters to allow them to play violent video games under an 18+ ranking. Many stores that sell video games do not ask their

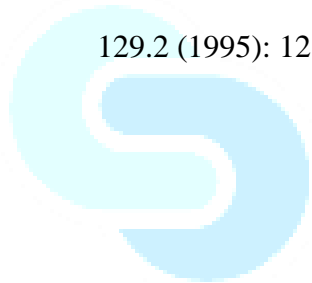
customers about their ages do not tell them whether the game is good for them. Little customers buy the games because they may not have enough knowledge about the games(Griffiths).

According to research, a boy called Devin Moore fired a dispatcher of 911 and murdered two police officers because he spent several hours playing Grand Theft Auto IV. He got inspired by the game and killed the officers and dispatchers. He was motivated to do this act because the games offer the free opportunity to its players to do anything according to their desires. The game allows individuals to kill anybody who comes in their way, including pedestrians, different gang members, and even officers, including the police. Such incidents cannot be stopped if the parents and do not control their children to play such violent games and age limits are not restricted for specific games. The game sellers should inquire the customers about their identification to avoid terrible incidents (Scott 121).

Finally, it can be reasonably concluded that violent Computer and video games have a significant harmful impact on adolescent behaviors and actions. They are more likely to perform and behave aggressively in reality. They become more socially inactive, suffer from various related disorders, gain weight, brag about somewhat unimportant, and spend more time on something that has more detrimental consequences than advantages. The government should take decisive steps to prohibit the manufacture of harmful computer games or make them illegal for minors to play. In this case, parents play a critical role by accompanying their children to the store to ensure that they do not purchase something dangerous.

Works Cited

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