



REVIEW ARTICLE

DO VIDEO GAMES MAKE CHILDREN VIOLENT

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ABSTRACT

Adolescents are involved in more violent types of crime than ever before. The world of fantasy has always attracted kids and children. The thrill of playing videogames gives an adrenaline rush and that is completely incomparable. To some extent, it may serve the purpose of entertainment to kids and may keep them busy. But let us not forget the adage, "excess of anything is bad". In some cases, it may be worse. The level of violence in video games has been increased a lot these days, and effects more on those who play a lot. Gaming is not passive, in order to play and win, the player has to be the aggressor first. There is a dare need for the parents to review assess the selection of video games to prevent aggressive behavior among children which in turn can help in developing a better responsible generation.

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INTRODUCTION

Now a days we are familiar with the crime news involved by adolescents in various countries, the investigation done by different agencies in different country found that these adolescents are the addict of violent type of video games. This shows the important to review the game what our kids are playing and raising a question whether games affect the behavior. According to social learning theory, children and adolescents learn by observing and imitating what they see on the screen, particularly when these behaviors seen realistic or are rewarded. Since the late 1970s, one of the preferred leisure activities of adolescents has been playing interactive games with their siblings and friends now the scenario has changed children fond of computers or video games like sniper, Mortal combat etc. these all are almost real life simulation games these games become more rating games among our adolescence; parents and not aware about the effect of these games on behavior and only focusing on the happiness of their children this may lead to many social violence behavior in our new generation. Across Adolescence, video game play is associated with gender and age. Recently, found that older children and adolescents (8-to 18-Year-olds) play video games, on average, between 1.2 and 7.5 hours per week.

Some researchers found that early-adolescent boys play video games nearly twice as much as early-adolescent. According to different research adolescent video game play, boys play video games more than girls and early adolescents play video games more than middle and late adolescent girls. Today's computer games are loaded with action, and there are many different categories or genres of games. But, many games can be considered to be more than one genre. For instance, a soccer game could be considered a sports game, as well as a simulation game. Mainly the games are classified into Massively Multiplayer Online (MMO): These games are played over a LAN (local area network) or via the Internet. Players use a network and interact with other players in the virtual game room. You can play against people from all over the world.

- **Simulations:** These games involve taking control of real-world vehicles, including tanks, ships, and aircraft. You learn how to control these vehicles, and use simulation games that can also be used to train professionals. In fact, many pilots are trained using airplane simulators before they actually take flight.
- **Adventure:** These are usually single player games, and are often set in fantasy or adventure worlds. You complete puzzles to advance levels. The game generally starts with a back story of your character, and let you

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know what your mission is. You have to figure out how to complete the mission.

- **Real-Time Strategy (RTS):** For these games, you usually need to build up your inventory of items, armies, etc. Similar to a strategy game, RTS games move in real-time, and players can play at once without taking turns so you can play together at the same time.
- **Puzzle:** These games appeal to those who love to solve difficult puzzles. There are many levels, from beginner to expert, and games usually have coloured shapes and simple actions. These are brain games, with no action involved.
- **Action:** You need to be fast to enjoy these fast-paced games, and you need to have excellent reflexes. Complete challenges by fighting with enemies, and use a character of your choice to represent yourself and jump into the action.
- **Stealth Shooter:** These tend to be war games or spy-based games, where you use stealth to defeat your enemies.
- **Combat:** Fight one on one with opponents, up close and personal. You need good reflexes, and the ability to use the controls for all kinds of fighting moves.
- **First Person Shooters (FPS):** You are the protagonist, and the game is viewed through your eyes. You can really get into these games. The only downfall is that you are not able to see how you look in the game, because you are seeing things through your own eyes.
- **Sports:** Play real-world sports like baseball, basketball, soccer, and more. As you work up through the various skill levels, your game will involve mimicking real professional athletes and how they move.
- **Role-Playing (RPG):** If you love fantasy, you will love role-playing games. You get to act out the part of the main character, be the hero, etc., and make decisions that go along with the games' story lines. Many of these games have narrative guides.
- **Educational:** While many parents and teachers complain about video games, there are some great educational games out there that can help with the learning process. Train in a variety of subjects, using games to make learning fun instead of boring. There are testing functions, where you can answer multiple choice questions.

A recent analysis of video games revealed that more than half of all games contain violence, including more than 90% rated as appropriate for children aged 10 years and older. Researchers believe that respected exposure to mediated violence can lead to anxiety and fear, acceptance of violence as an appropriate means of solving conflict and desensitization. The relationship between media violence and life aggression is nearly as strong as the impact of cigarette smoking on lung cancer. Incidence of aggressive behavior varies across adolescence; it may be that adolescents are more vulnerable to the effects of violent video games during certain developmental periods of adolescence than others.

Children are more likely to imitate the actions of a character with whom they identify. In violent video games, the players are often required to take the point of view of the shooter or perpetrator. Video games by their very nature require active participation rather than passive observation. Repetition increases learning. Video games involve a great deal of repetition. If the games are violent, then the effect is a behavioral rehearsal for violent activity. As rewards increase learning, violent video games playing will increase aggression since it is based on a reward system. The world of fantasy has always attracted kids and children. The thrill of playing videogames gives a high that is completely incomparable. To some extent, it may serve as an entertainment purpose to kids and may keep them busy. But let us not forget the adage, "excess of anything is bad". In some cases, it may be worse. The level of violence in video games has increased, so has concern for the effects on those who play and especially those who play a lot. Gaming is not passive, in order to play and win, the player has to be the aggressor. Over the past 25 years, a number of studies have looked at the effects of video games on children and adolescents. A majority of this research has examined association between video games use and aggressive behavior, a study was conducted to assess the effect of violent videogame on 100 children in the age group of 13-18 years in Chennai, India; samples were selected from video game centers. The results showed that 63 children had moderate to severe aggressive thoughts and 33 children had mild aggressive thoughts. Only 4 children had no aggressive thoughts. Additional research has shown that increases in heart rate and blood pressure accompany violent video game play (Anderson & Bushman, 2001). Thus, Research indicates that violent video games result in an increase in physiological arousal. Videogames by their very nature require active participation. Video game involves great deal of repetition. The advent of new violent video games in upcoming cyber centers make them highly vulnerable to fall into clutches of video game addiction and its other consequences. The parents are needed to assess the selection of video game by their kids for the better responsible generation.

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