Violent Video Games Effects on Children

Jake Cepis
Children love their games

- 91% of children ages 2-17 play video games. 13% higher than the same study done in 2009.
- The average gamer ages 13+ play an average of over 3 hours of video games a day.
- In 1994 The Entertainment Software Rating Board (ESRB) was founded.
- The group was founded due to parents complaining about certain graphic content in Mortal Kombat and Night Trap.
- Mortal Kombat contained graphic violence and Night Trap contained sexual content.
- Mortal Kombat [https://www.youtube.com/watch?v=BPylK_Vnbl4](https://www.youtube.com/watch?v=BPylK_Vnbl4)
- Over 60% of video games include mature content such as violent.
ESRB rating system
Effects often overlooked

- Video Games often enforce prosocial behaviors
- Video games can increase a player's color vision
- Interactive video games have increased amount of physical activity of the player
Brown v. Entertainment Merchants Ass’n

- In 2005 the California State legislature passed a bill prohibiting the sale of violent video games to anyone under 18, going beyond the ESRB rating
- Many states disagreed with this bill saying the ESRB system worked well and no proof has been found with violent video games leading to violence
- The Supreme Court repealed the bill and now California uses the ESRB system
Negative Effects

- Certain studies have shown examples of increased heart rate and aggressive thoughts in children who play violent video games but no solid proof.
- Lowers attention span and emotion control.
- Bobo Doll experiment 1961
  https://www.youtube.com/watch?v=dmBqwWIJg8U
Why are video games targeted?

- By their 18th birthday the average person has seen 40,000 on-screen deaths on television
- 47% of movies made are PG-13, 27% are rated R
- 54% of parents of children ages 2-6 allow them to watch mature content on television, 70% of episodes containing violence 53% of episodes contain sex
References


