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Violent Video Game and the Effect of the Children

Videos games are one of the most desired and frequently enjoyed forms of entertainment in the twenty-first century, although there is a lot of debates and contention around them. Video games are the computer generated games where the players interact with a computer program through a computer monitor or a television screen. On the other side, a violent video game is any computer game whose options offered to the players include killing, sexually assaulting human being image and causing injuries among other undesirable choices. It is important to note that these violent computer games are normally successfully marketed and are easily accessible to both young children and adolescents. These games may be acquired through the internet, and they can also be bought from dealer shops.

Different concerns have been raised regarding the growth and usage of violent computer games. The main one, however, asserts that children and teenagers who play and are exposed to violent video games for a long period are more likely to engage in violent behaviors. Additionally, the players or the viewers may also replicate the violent acts encountered during the game-play. There is a need for the parents and the members of the large society to be concerned about this trend because it is reported that most teens go for violent games. This worries may be sup-

ported by World Health Organization decision to include a gaming disorder to the list of the mental health conditions, suggesting that gaming behavior may turn to be problematic since it is likely to interfere with other areas of individual's lives. According to Anderson (113), research has revealed that exposure to violent content is expected to increase the level of aggression in the short-term, and it can also cause the aggressiveness characteristic in the long-term.

There is limited research literature related to violent video games, particularly because these games are comparatively new and because there is little funding for such research studies. However, because of the concerns and issues surrounding the violent game, the number of studies conducted have significantly increased, and there are different facts that we can obtain from the finding of these studies. First, being exposed to violent video games has higher likelihood to facilitate aggressive cognition, cardiovascular arousal, and helping behaviors also tend to decrease. Violent media can teach the children and the game player how to be aggressive by stimulating the aggressive cognitions (Bushman 355). Additionally, games of this nature have the potential of increasing arousal, which is likely to give the players an aggressive characteristic.

It is essential to understand that when children and teenagers are exposed to violent games for a long time, they implicate the learning processes. Usually, as children develop to adulthood, they learn how they can perceive, expound, and determine and respond to the occurrences in their physical as well as the social environment (Bushman 358). The cognitive development of the children is based on their observation and interactions with the surrounding environment. Therefore, their interaction with the violent content impacts their learning trail, and

they are likely to rehearse what they see, and in the long run, these knowledge structures become complex and difficult to change.

This information about how violent games and other contents of that nature make children and adolescents aggressive is essential in comprehending the issues that researcher have tried to study for over three decades. Research has proved that exposure to violent media cases the aggression attitudes and related beliefs to increase. It is necessary to note that most of the favorite video games have adopted the strategy of cruel mass killing as the critical approach of moving from one level to another. This justifies that most of the games that are accessible to young ones are violent. Scholars have found that there is a correlation between violent games and indicators of delinquency, aggressive behavior (Bartholow 289). Individuals who have played violent games have been found to behave differently in terms of aggressiveness than people who participated in non-violent games.

There are necessary words that should be understood; these include violent media; these refer to the media that display content where some characters deliberately cause pain on others. Aggressive behavior is one that is hostile and is likely to violate other individuals' rights by causing physical or psychological harm (Anderson 120). Violence refers to behavior, which promotes brutality and perpetrates damage to an individual.

Violent video games have more negative effects on children. Although there are studies which maintain that video games help young people in improving coordination, acquiring problem-solving skills and enhancing memory, video games which provided cruel content are more

damaging to the players. Violent video games cause aggressive thoughts to the children; they increase anxiety and hostility levels.

The popularity of video games has significantly increased in recent years. These games may either be violent or non-violent. The violent video games have raised concerns about their effects on the players, particularly children. Ordinarily, the objective or the goal of these games is killing or cause injury to another character in the game. The games of this nature have more negative effects than benefits. These violent games promote and facilitates aggressive thought among the children and may also alter the behaviors of the young once as they grow up. Studies have confirmed that children who play violent video games while they are young, they are more likely to become hostile and assertive as they grow up (Greitemeyer 219). Moreover, the games of this nature have been found to cause physiological arousal and aggression-related thoughts.

Furthermore, it has been found that interacting with violent games may also result to decrease in pro-social behaviors. Children are adults who have played these games for a long time have little intent to help to benefit others. For example, such individuals are less likely to make contributions and donations that are targeted to help other members in the community. Similarly, children who have a high preference for games of this nature are more likely to develop antisocial characteristics than those who have little taste for such games. Researchers have also found that children exposed to violent video games become defiant and become uncooperative than those who are attracted to non-violent videos.

According to the general learning model, the aggressive contents contained in violent video games initiate aggressive behavior via their effects on the children's internal states which include cognitive, arousal and affective (Greitemeyer 214). Usually, the three routes are linked and can impact each other. Ordinarily, the current perceived states affect how people see and interpret events as well as the response they are likely to choose. Therefore, exposure to violent video content evokes aggressive actions.

The violent video game also affects children social characters. Kids who play or have been exposed to videos with cruel content tend to become destructive and combative, and they are therefore likely to get into conflicts with other children (Greitemeyer 582). Unlike the pro-social games, which help in learning and reducing negative effects among the players, violent games affect learning because of their arousing nature, and they also influence the mood and emotions of the young players.

Besides, violent video games among children and adolescents are linked with serious delinquency. Continued exposure to violent content when playing the games reduces both psychological and physiological anxiety to as well as the fear related to brutal and threatening imagery. This makes it impossible for the players to identify or feel when they cause harm or injury to other people and they are also less likely to develop sympathy for persons or victims of violence (DeLisi 138). Children are more likely to participate in unlawful practices after being exposed to violent games for a long period since they are less probable to understand when they are inflicting physical or psychological pain to those around them.

There are short and long term implications of violent video games on aggressiveness of the players, children. The games of this kind increase hostility cognition and are capable of creating an aggressive schema and promoting beliefs and attitudes that may be expected to cause undesirable traits (Adachi 59). Researchers have also found that children playing violent games react easily when they are subjected to situations which they perceive as hostile to them. These outcomes suggest that violent video games are likely to affect the children and their interaction with those around them.

Video games, particularly violent ones, are associated with several benefits that they provide to the young players. Some of these advantages include developing better problem-solving strategies which they use when dealing with their opponents, enhanced critical thinking, and better decision making all which are essential in winning a game. It is, however, important to comprehend that these elements are developed to help the player accomplish an aggressive act which in most cases, is to kill the opponent. This means that the decisions made are implemented to attain a destructive action that may also affect the children psychologically. The exposure to games of this nature facilitates development of hostile characteristics and anti-social behaviors (Greitemeyer 217). Since these benefits are attained when facilitating more damaging and destructive outcomes, then we can conclude that violent video games do not have benefits to the children and other players.

Video games are significantly increasing. The games may either be violent or non-violent. Many children and other young people are more attracted to violent games. These games have raised a lot of concerns because of their negative repercussions on the players. Violent games impact children with aggressive characteristics; they are more likely to develop anti-social behaviors where they are more probable to decline from helping victims of crimes. Additionally, players of violent video games have high chances of taking part in unlawful practices.

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