

DON'T WITHHOLD VIOLENT GAMES

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Entertainment and technology have changed. Video games today are more graphic and violent than they were a few years ago. There is a concern about children being influenced by the content of some of these video games. Some states have already passed laws which ban minors from the viewing or purchasing of these video games without an accompanying adult. I believe this law should not exist.

Today's technology has truly enriched our entertainment experience. Today's computer and game consoles are able to simulate shooting, killing, mutilation, and blood through video games. It was such a problem that in 1993 Congress passed a law prohibiting the sale or rental of adult video games to minors. A rating system on games, similar to that placed on movies, was put into place, which I support. This helps to identify the level of violence that a game might have. However, I do not believe that this rating should restrict people of any age from purchasing a game.

Currently there is no significant evidence that supports the argument that violent video games are a major contributing factor in criminal and violent behavior. Recognized universities such as MIT and UCLA described the law as misguided, citing that "most studies and experiments on video games containing violent content have not found adverse effects." In addition, there actually are benefits from playing video games. They provide a safe outlet for aggression and frustration, increased attention performance, along with spatial and coordination skills.

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Some argue that there is research that shows real-life video game play is 4
related to antisocial behavior and delinquency, and that there is need for a law
to prevent children from acting out these violent behaviors. This may be true,
but researchers have failed to indicate that this antisocial and aggressive
behavior is not mostly short-term. We should give children the benefit of the
doubt. Today's average child is competent and intelligent enough to recognize
the difference between the digital representation of a gun and a real 28-inch
military bazooka rocket launcher. They are also aware of the consequences of
using such weapons on real civilians.

Major software companies who create video games should write 5
Congress and protest this law on the basis of a nonexistent correlation
between violence and video games. If the law is modified to not restrict
these games to a particular age group, then these products will not be
unfairly singled out.
