

Since the dawn of video games there have been questions asked about their potential link to violent or disruptive behaviour in people, and in particular, young people. These questions certainly haven't been without merit; violent content and graphics seemingly get more and more common as technology progresses. But what's the truth when it comes to the science? Thankfully, in today's age we actually have a much more solid idea of what the link between the two looks like, and whether or not we should be concerned. In this guide, we'll look at the arguments both for and against the idea that video games cause violent behaviour.



# Do Video Games Actually Cause

# VIOLENT BEHAVIOUR?

FOR

AGAINST

## VIOLENT AND MATURE THEMES

There's no getting around the fact that yes, some video games do carry violent or more mature themes and to the casual observer, they can be quite startling. Use of weapons, bad language, mature content or scary images are worrying things to introduce to a young mind at the best of times, and even more so when they can be interacted with.

Realistically this comes down to the judgement of carers as to whether they think it's appropriate for their young ones, but a great place to start is the ESRB (Entertainment Software Rating Board) rating of a game. Not only do these ratings carry a recommended age, but also give an idea of what kinds of things will be in the game.



## ANGER EXHIBITED DURING OR AFTER PLAYING GAMES

Many parents notice an increase in their young one's anger or agitation after playing a video game. This is very common. However, it shouldn't be forgotten that video games are an interactive medium and, unlike a film or TV show, you have direct control over what is happening on the screen, making it much more personal.

In 2011, a study into The General Aggression Model (GAM) suggested that video games can stimulate and encourage feelings of violence and aggression in players, and gives players an opportunity to learn and practice aggressive tendencies, which translate over into the real world. While this study was debunked due to its flawed process, parents should still be vigilant if they see a child exhibiting signs of aggression while playing, and encourage frequent breaks from screen time.



## RELATIVELY UNKNOWN LONG-TERM EFFECTS

Because gaming is such a new form of media, not many studies can confidently predict what the long-term effects of gaming on young minds will be. While it's widely assumed by scientists and researchers that there will be very few negative side-effects, it's still one of the great unknowns. Despite this, gaming should be treated the same as any other new media, and enjoyed in regulated amounts.



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## SHOULD WE STOP BLAMING VIDEO GAMES FOR VIOLENT AND AGGRESSIVE BEHAVIOUR?

Weighing up the pros and cons before letting our young ones play a video game should always be at the forefront of our minds, but the evidence of the negative impressions they leave has been debunked time and again in recent years.

It's likely that the argument around violence and video games will continue for some years, and there's certainly work to be done on both sides when it comes to researching the actual repercussions. While modern scientific studies have started to lean heavily towards there being zero or minimal connections, it's still vitally important to listen and do your own research with an open mind. If there's concern about growing behavioural issues in your kids, talk to them and encourage breaks, or play with them and try to experience the games yourself. You might just find something you like in the process!

## Meet our expert

Mark Foster has worked in the gaming industry for 5 years as a writer, editor and presenter. He is the current gaming editor of two of the biggest gaming news sites in the world, UNILAD Gaming and GAMINGible. Starting gaming from a young age with his siblings, he has a passion for understanding how games and tech work, but more importantly, how to make them safe and fun.



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