

no argument here -

It's mainly

informational

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Violence appears to be an every day occurrence in the society of today. If it's not happening in neighborhoods, it's occurring at school. If not at school, it's appearing on the news from all over the world.

60/65

Where ~~do~~ does thoughts of violence start? Is the source coming from something that's in one's own household?

Video games have become a necessity in several ~~house~~ homes, with 60% of males <sup>as</sup> ~~are~~ gamers & ~~40%~~ the remaining 40% being females (procon.org). Males dominate females as gamers.

~~It's not~~ However, there is still a good amount of girls that play video games. n)

What exactly ~~is~~ makes one become violent with video games? The most famous genre bought for video games is ~~viol~~ action. ~~There's~~ ~~no~~ (procon.org) Throughout an action game, there's fighting & several scenes of blood & gore as someone is eliminated in the game. Gamers sit through one level witnessing countless acts of violence continuously.

Worse of all, the player sitting in front of the screen is the one committing these acts of violence.

Not only are players exposed to violence, they are bombarded with several other inappropriate things. There are partial or full nudity, racism, portrayal of criminal behavior, & several other material (wikipedia.org).

Video games are infamous for ~~their~~ being addictive. As soon as the "play" button has been pushed, endless hours will go by before it's resting time. Playing video games for an average of thirteen hours (cnn.com) ~~hours~~ a week with the countless objectionable materials flashing on the screen can really influence the player.

After playing for countless hours, it's not a surprise that video games have effects on the brain.

There's less activation in certain parts of the frontal regions of the brain when a player plays.

This should be earlier

violent video games for a week at home (sciencedaily.com). This region of the brain controls emotion & aggression.

Dulling this region of the brain can affect those who play often.

The more hours that a gamer spends in front of a screen fighting off attackers, the less activation there is in the frontal lobe. There's less time spent in the real world & more time spent in a fantasy world filled with violence.