

CS#1: Bang, Bang, You're Dead

History:

What would our world look like without violence? Probably the opposite as it is now, the world would not be as segregated, wars would not have happened, forests would not have been abolished, and nature would not be constantly fighting back to save itself. However, this is not the case; throughout history, humans have fought, destroyed, and desecrated everything that stands in the way of their greed. Additionally, cinema is also a source of violence, and some movies are far more violent than video games, and vice versa. Saying that children can be violent because of VVG's (violent video games) sounds like a scapegoat for the underlying issues, as mentioned in the case study "*Bang, Bang, You're Dead.*" Regardless of the underlying issues, society plays a role in the toleration of violence through any form of media. In and around the medieval era, we used to hang and guillotine people in front of the public for entertainment, which society tends to forget. Presently, kids can barely touch one another before getting reprimanded for acting violent toward another person. With this in mind, there are some ways that society does not tolerate violence, and there are other ways that tolerate it. Rather, the article "*Violent Video Games: Content, attitudes, and Norms*" (1) says that instead of looking at the violence within the game, we need to look at the morals behind the game's creation.

Implications for Practice:

Whenever I have had similar arguments that my colleagues disagree with, I do more research in order for me to understand the concern fully. Once I have enough information, I reply with the information I found. In the case of this study, I would take surveys or votes from the students themselves and other faculty on the matter and then compile all the information together

and relay it back to them. However, if all that information gathering does the opposite of helping them to understand, I would refrain from bringing up this topic in the future.