

Video Games Promote Violence

Children who spend more time playing games might be slightly likelier to be hyperactive and to get into fights. The researchers also said they discovered that kids who played video games for less than an hour a day were more likely to be less aggressive and rated as better-behaved by their teachers. Videos Games promotes violence because some video games teach kids the wrong values, too much video game playing makes your kid socially isolated, Games can confuse reality and fantasy.

✓ make sure to use solid evidence on how socially isolated kids become violent.

We select this topic because a lot parents are concern about the education and behavior of their children, Kids spend too much time playing video games and this activity can cause impulsive behavior and they can have attention problems. Most of the bad effects of video games are blamed on the violence they contain. Children who play more violent video games are more likely to have increased aggressive thoughts, feelings, and decreased prosocial helping, according to a scientific study (Anderson & Bushman, 2001). On the other side according to British researchers violent video games seem to have no effect on behavior and develop the brain and the abilities of the children.

The child is in control of the violence and experiences the violence in his own eyes killings, kicking, stabbing and shooting. This active participation, repetition and reward are effective tools for learning behavior. Indeed, many studies seem to indicate that violent video games may be related to aggressive behavior

Also, he may spend less time in other activities such as doing homework, reading, sports, and interacting with the family and friends. Violent behavior, vengeance and aggression are rewarded. Negotiating and other nonviolent solutions are often not options. On the other hand, a University of Buffalo study suggests that violence and bad behavior played in the virtual world may be contributing to better behavior in the real world. Gamers who play violent games may feel guilty about their behavior in the virtual world and this may make them be more sensitive to the moral issues they violated during game play. Games can confuse reality and fantasy. Academic achievement may be negatively related to over-all time spent playing video games. Studies have shown that the more time a kid spends playing video games, the poorer is his performance in school suggests that violence and bad behavior played in the virtual world may be contributing to better behavior in the real world. Games can confuse reality and fantasy. Academic achievement may be negatively related to over-all time spent playing video games. Studies have shown that the more time a kid spends playing video games, the poorer is his performance in school.

This is a great topic. Just make sure that you connect your second argument (socially isolated) to violence ~~because~~ because many socially isolated kids ~~do~~ does not necessarily equal violent. So connect it. But other than that, this seems like a good topic

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