
Subject: Re: Jack's Back!

Posted by [Nukelt15](#) on Thu, 05 Apr 2007 16:25:04 GMT

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Quote:You and I may not lose our heads after encountering violence in games but there are plenty of whacks out there who are poisoned by it.

...and the vast, vast majority of those whacks are the very same whacks whose parents never bothered to teach them such silly, trivial things as the difference between right and wrong. I hate to break it to you, but if someone's mind is impressionable enough to be led to violence by playing video games, then there are more than enough other things out there that would have the same effect on them- because they're already fucked up; they're just time bombs waiting for a trigger and any trigger will do. The only way to get around that is to hammer into a kid's head early and often that it is wrong to hurt other people- if that never happens, it is a failure in parenting and other gamers shouldn't have to suffer for their incompetence through bullshit legislation.

Quote:Video games can be fun but if that fun is NOT controlled, then it can lead to an addiction and this in turn will severely hinder social development.

Reality check, bud- laws and regulations exist to protect people from other people, not from themselves. Should we start allowing the courts and the legislators come in and start dictating to us how and when we're allowed to have fun because we just might take it too far? Fuck no- that's our responsibility. If some silly sod wants to hide in their room and use an MMO to substitute for real-world social interaction, let them. It's none of anybody else's business.

If you're a parent and you let your kid do that with their life, then it's your failure. Put the blame where it belongs.

Quote:There are PLENTY of cases where "violent" games played a part in screwing up the lives of the player and others:

-Devin Moore became a whacko after playing the GTA games...he killed 3 police officers and the SOB was only 18.

-And don't forget the Columbine shooters...they were Doom addicts and created their own game levels to make it look like their high school.

There is so much wrong with that argument that it hurts to look at it.

Are you honestly just going to completely overlook the underlying mental issues in both of those cases? Please don't insult your own intelligence.

Devin Moore:

Quote:Moore's father, 48-year-old Kenneth Moore, said after the hearing that had trouble disciplining his son for years and that his son deserved to be charged with capital murder.
LINK

Quote:Walsh says this diminished impulse control becomes heightened in a person who has additional risk factors for criminal behavior. Moore had a profoundly troubled upbringing, bouncing back and forth between a broken home and a handful of foster families.

"And so when a young man with a developing brain, already angry, spends hours and hours and hours rehearsing violent acts, and then, and he's put in this situation of emotional stress, there's a likelihood that he will literally go to that familiar pattern that's been wired repeatedly, perhaps thousands and thousands of times," says Walsh.

LINK

Yeah, because the abuse and unstable family life for years on end surely had nothing to do with his breakdown. It must have been the GTA that set him off. Because, you know, having a stable and loving family is so much less important than being "protected" from violent video games. Moore was a whacko long before he ever touched a GTA title.

Columbine:

I'm just going to briefly run through this one, since I have somewhere I need to be in a few minutes. Apologies; I'll look up some references later on.

Both of the Columbine killers were social outcasts at their school. So they played Doom, huh? Guess what- Doom has you killing demons from Hell, not high school students. Oh wow, they created their own levels to look like their school- because that was totally the intention of the game, and not two very sick kids rendering their own destructive fantasies.

I've been around video games of all types as well as guns of almost all types my whole life, and let me be the first to say that there is no correlation whatsoever between being a game god and being able to peg a target with supersonic lead. None. You could play GTA, or Doom, or Area 51, or even America's Army (the most realistic shooter in existence today) for years and still suck at shooting in the real world. Conversely, you could be (like me) a regular crack shot with rifles, handguns, etc and be an utter and complete incompetent at gaming. Games do not train people to shoot.

Neither do games train people to be violent- In every single case which is cited to "prove" the link between virtual and real-world violence, there is something else going on under the surface. Something like paranoid schizophrenia, psychosis, substance abuse, a rough upbringing, etc- which would have a far more damaging effect than even the most depraved game ever could. I won't deny that the wrong game in the wrong place at the wrong time can be the proverbial straw that broke the camel's back, but it is hardly cause numero uno- and if we go around trying to control every single little thing that could take the place of that little bit of straw we're going to wind up on perpetual lockdown because nobody will be allowed to do anything that doesn't involve hugging their pillow to let off steam.

Put the blame where it belongs.
