
Subject: Domestic and local violence

Posted by [R315r4z0r](#) on Mon, 16 Nov 2009 19:14:03 GMT

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Do you think that it is correct to directly relate domestic (home) and local (work, school, ect) violence to media sources such as video games and movies?

What are your feelings on this matter and why do you believe what you do?

Subject: Re: Domestic and local violence

Posted by [CarrierII](#) on Mon, 16 Nov 2009 19:18:38 GMT

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If you can't tell the difference between fantasy (video games, media) and reality, you're going to cause problems whether you watch/play any media or not.

Subject: Re: Domestic and local violence

Posted by [GEORGE ZIMMER](#) on Mon, 16 Nov 2009 20:04:16 GMT

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I think the relationship between the two is about the same of that shared between people who breath air and people who kill others. BOTH BREATH AIR, GUESS AIR IS BAD LOL.

Really, vidyagames are about as responsible for their behavior as... pretty much ANYTHING. The fact is, it comes down to the people. Whether they play vidyagames or not wouldn't make a difference- if the guy's psychotic, he'll do something psychotic. Whether or not his actions bear resemblance to a vidyagame is irrelevant- he'd do something harmful either way.

The same goes for other things, not just violence. Recently, England banned lolita (basically anime versions of underage women). I think this is utterly retarded since now, pedophiles won't have any form of legal output for their preferences and won't care if they break the law, so they'll most likely end up going directly for actual kids. Sad thing is, I guarantee this law would NEVER be reversed, considering the fact that if you were to say "This is a bad law, it should be taken down" to any serious law makers, everyone would brandish you as some sick fuck who supports pedophilia.

Fuck, society is getting worse and worse. Why couldn't they have atleast banned fuffagotry first?!

Subject: Re: Domestic and local violence

Posted by [IAmFenix](#) on Mon, 16 Nov 2009 20:43:12 GMT

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Fuck, society is getting worse and worse. Why couldn't they have atleast banned fuffaggotry first?! I agree with most of the above statement, except for the "fuffaggotry." "Fur fags" are easy to deal with, and even more so to ignore when there are masses of them so long as you don't say "fur fag" or something making fun of them. It's rather simple to ignore them (except for any sprays for a source game, those you have to live with or join a server that outlaws "fur fags"). You just let them be and they leave you alone. Once you "call them out", your screwed.

As for the topic question, I do not think that the two are related because only a moron would believe that the solutions in video games ACTUALLY work in real life. It's better to have the stupid people die than the smart people pay for the stupid people to live.

Subject: Re: Domestic and local violence
Posted by [_SSnipe_](#) on Mon, 16 Nov 2009 22:49:47 GMT
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Video games are just like anything else in this world, people see something they like and can choose to follow it, rather a game or not. if someone sees someone get beat up in a video game and live in a area where violence is normal. Then the game is just adding on to the peer pressure. But that can also relate to shit you see on the news, but overall video games to me are just another way to do stuff you wish but can;t do. And very slim chance it can effect and make someone do something outside the game.

Subject: Re: Domestic and local violence
Posted by [Altzan](#) on Mon, 16 Nov 2009 22:50:36 GMT
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I don't think it's right to DIRECTLY associate the two, but it is obvious that video games and movies influence us and how we think and act. The degree that we are affected varies, though.
