Student Name

Teacher’s Last Name

Course Title

11 October 2018

**Topic:** Violence and Video Games

**Video Game Violence in Schools:**

**Exploration of the relationship between video game violence and suspensions in schools**

1. **Introduction**
   1. School systems across America are facing some serious concerns with the number of crimes and acts of violence being reported on school grounds. In North Carolina alone, 2012-2016, there were over 10,000 acts per school year (NCDPI).
   2. This is a serious matter that parents, students, teachers, administrators, and school board members should be searching for solutions.
   3. Increased suspensions in schools is directly linked to student’s time playing teen or higher rated video games because **these video games promote violence**, they allow students to practice their crimes without punishment, and *causes addiction which leads to many other physical and mental health disorders.*
2. **Body**
   1. Video games rated teen or higher promote violence in young adults.
      1. Playing violent video games causes more aggression, bully, and fighting in schools.
         1. *Journal of the American Medical Association*
      2. Many medical associations, pediatriciians, parents, and researchers agree that violence in video games increase aggressive behavior, and prolongs the behavior.
         1. Psychology of Popular Culture
      3. A study during 2012, the year *Grand Theft Auto* was released, documented that the number of students in America who played Teen or higher rated video games for more than 7 hours a week, were 78% more likely to be suspended than playing a lower rated game.
         1. Washington Post
   2. Simulating violence such as shooting guns and hand-to-hand combat in video games allows students to live out their crimes in a fantasy world without punishment; however, when these become real-life violent behaviors, students are not prepared for the consequences.
      1. Rodney Eklwood, of Granite, ND, had been marathoning *Grand Theft Auto* over an extended weekend before bringing a gun to his school.
         1. Fuquay, Amy
      2. In 2016, a group of students in a car ran over an elderly person 4 times, and when questioned about their actions, the driver said it didn’t feel real at the time.
         1. Jones, George
      3. Mark Tonnihan, serving a life sentence for manslaughter, is currently fighting his sentence, due to the fact he claims he was unaware that he was no longer playing his video game.
         1. Tory, Ed
   3. Violent video games are 4x as likely to cause people under the age of 17 to develop an addiction to gaming versus non-violent video games. This addiction leads to further mental and physical complications.
      1. Although it is not recognized by the American Medical Association as a diagnosable disorder, the symptoms of video game addiction in young adults is similar to alcohol and drug addictions.
         1. Pyschguides
      2. Students who play more than 20 hours a week on violent video games have had more suspensions in school, and have developed other health issues such as ADHD.
         1. Phillips, Randy
      3. A 36-year old gamer, who has been playing violent video games since he was 13, has developed serious tears and arthritis in his hands, neck, and back, and is destined to be paralyzed in 10 years time.
         1. “Gamers going Strong?”
3. **Conclusion**
   1. Violent video games have no positive benefits to young adults, and many serious harmful consequences both within and outside of a school building.
   2. Because these games are targeted to young gamers, the increased number of violent acts at school in North Carolina is aligned with the release of violent video games within the past 6 years.
   3. Teen or higher rated video games causes more students to act violently in schools, create disassociations between video game actions and real-life actions, and develop serious mental and physical problems including addiction, thus, ultimately increasing suspension at schools
   4. The school boards, parents, and students need to meet to spread awareness of the concerns of video games, and to rally against gaming systems to raise rating and reduce the possibility of young adults obtaining and playing violent video games.
4. **Resources**

Fuquay, Amy. “Video Games and your Student.” *CNN.* 2018

“Gamers Going Strong?” National Geographic. 2015. www.natgeo.org/art.#5%4

Jones, George. “Violence in Video Games”. *New York Times*. vol. 234. New York, NY.

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Phillips, Randy. *Overcoming Addiction to Video Games*. addictionrecov.org. Accessed 10

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Pyschguides. Pyschology Today, 2008, psychguides.org. Accessed 10 May 2017.

Tory, Ed. *Guide to Video Game Addiction*. Purdue U, 28, Nov. 2003.

www.cla.purdue.edu/videogameaddiction.com. Accessed 10 May 2017.