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### Role-playing games

Role-playing games are perilous to kids. Some people believe that role-playing games are diverting to kids. I understand them because there are also lots of articles talk about that. But my opinion is that they are perilous to kids. This essay isn't just about telling my opinions on why these role-playing games are perilous, I will prove my point by strong evidence from various sources. Although I use sources that talk about violent video games, they are related to role-playing games too. Kids are forced to do simulated killings in all of them. The only difference is that one is happening in the real world, the other is simulated on a giant screen.

First of all, kids can start fighting because they get outraged. The Article "Shooting in the Dark" (Benedict Carey, 2013) is about whether violent games make kids aggressive. The author of this source has been a science reporter for the New York Times since 2004. The author has written numerous articles about various psychological topics and he is an expert in this subject, so this source can be considered credible. This article states that "Some studies in schools have found that over time digital warriors get into increasing number of scrapes with peers - fights in schoolyard, for example". This evidence does not specifically state that these video games were violent, but the article also

concludes that according to surveys “about 80 percent of high school-age boys say they play video games, most of which are thought to be violent”. So we can conclude that most of the boys play violent games and who plays, get into more fights. That means they get more aggressive.

It is also the case that a team used hacking. The article “High-Jinks Shoot-Out” (Guy Martin, 2009) was about kids playing a role-playing game. One team hacked a phone, which “had been engineered from a remote computer by a squad member with prodigious hacking skills.” But hacking is illegal. If kids with these powerful hacking skills get outraged then they may begin creating computer viruses on each other’s computers. Then they may get prosecuted and have to face charges. That could lead to serious consequences. Furthermore, kids trespass properties in role-playing games. Kids playing this game “hopped a neighbor’s fence and exited through a neighbor’s house.” Kids can also face the charges due to trespassing!

Taken as a whole, this game can also make kids aggressive. Some people may claim that role-playing games don’t make kids aggressive or even reduce aggression. For example, an article titled “Violent video games may stop crime by keeping criminals busy playing violent video games” (Evan Dashevsky, 2013) talks about this. But I disagree with this, I think the evidence shown in these articles have no scientific background. As stated earlier, kids can start fighting. While most kid’s aggressiveness leads only to schoolyard fighting, some may get involved in shootings. Unfortunately, this often happens in the US. An interesting related article is titled “Do Games Like ‘Grand Theft Auto V’ Cause

Real-World Violence” (Erik Kain, 2013). The author of this article is a video game contributor to Forbes and he wrote multiple sources on this subject, so we can consider this a credible source. This article talked about how a certain shooting incident and the release of GTA-V, a violent video game were related to each other. One paragraph of the article was about people who were described as addicted game players and were involved in serious shooting incidents, e.g. Eric Harris and Dylan Klebold from Columbine High School. This shooting was a huge tragedy. Many people died. Newspapers were full of that event. And by doing so, they also interviewed the criminals’ friend. He said the criminal “would watch on a life size screen these violent video games for hours and hours and hours and hours and hours.” This evidence proves that there is a connection, doesn’t it? If someone plays violent games for hours and shortly after that does a massive shooting, violent games are related to real-world aggression.

All this evidence shows that role-playing games are perilous to kids. As stated earlier, they get aggressive. This may lead to fighting and shooting. Kids can face charges because they do illegal things, like hacking and trespassing.

One possible solution to aggression could be that parents limit how much their kids can play violent video games. Another idea is that the US government should tax violent game creators. But the important point is that role-playing games are perilous and this problem should be solved.

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