

CHILDREN AND VIDEO GAMES: PLAYING WITH VIOLENCE

Video gaming (playing video games) has become a popular activity for all ages. Many children and adolescents spend large amounts of time playing them. Video gaming is a multibillion-dollar industry – bringing in more money than movies and DVDs. Video games have become very sophisticated and realistic. Some games connect to the Internet, which can allow children and adolescents to play online with unknown adults and peers. While some games have educational content, many of the most popular games emphasize negative themes and promote:

- The killing of children, adults or animals.
- The use and abuse of drugs and alcohol.
- Criminal behavior, disrespect for authority and the law.
- Sexual exploitation and violence to women.
- Racial, sexual, and gender stereotypes.
- Foul language, obscenities, and obscene gestures.

There is growing research on videogames' effects on children. Some video games may promote learning and help the development of fine motor skills and coordination. However, there are concerns about the effect of violent video games on young people who play videogames excessively.

Studies of children exposed to violence have shown that they can become: “immune” or numb to the horror of violence, imitate the violence they see, and show more aggressive behavior with greater exposure to violence. Some children accept violence as a way to handle problems. Studies have also shown that the more realistic and repeated the exposure to violence, the greater the impact on children. In addition, children with emotional, behavioral and learning problems may be more influenced by violent images. Children and adolescents who become overly involved in videogames can develop problems. Spending large amounts of time playing these games can:

- Lead to poor social skills.
- Take time away from family time, school-work, and other hobbies.
- Lead to lower grades and reading less.
- Lead to exercising less, and becoming overweight.

Tips for Parents

Parents can help their children enjoy these games and avoid problems by:

- Checking the Entertainment Software Rating Board (ESRB) ratings on the game box to learn about the content.
- Helping their children select appropriate games—both in content and level of development.
- Playing videogames with their children. This shows the game’s content and helps the parent understand their children’s experience.
- Setting clear rules about game content and playing time, both in and outside of your home.
- Strongly warning children about potential serious dangers of Internet contacts and relationships while playing games online.
- Talking with other parents about your family’s video game rules.

If parents are concerned that their child is spending too much time playing video games or appears preoccupied with aggressive or violent video games, they should first set some limits (for example—playing the games for one hour after all homework is done) and encouraging the child to participate in other activities. If there is continued concern about their child’s behavior or the effects of videogames, a consultation with a qualified mental health professional may be helpful.

For additional information see also *Facts for Families*:

#13 Children and TV Violence,

#40 The Influence of Music and Music Videos,

#54 Children and Watching TV, and

#59 Children Online.

See also: *Your Child* (Harper Collins, 1998) and *Your Adolescent* (Harper Collins, 1999).

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