

Overarching Argument (Super Claim):

Violent video games do, in fact, contribute to youth violence.

Claims (One per paragraph)	Evidence	Reasoning
Violent video games desensitize players to real-life violence.	•	•
•	•	•
Playing violent video games increases violent behaviors and scripts (or repetitive procedures in reactions to events).	•	•
•	•	•
Playing violent video games leads to a lower level of empathy for others.	•	•
•	•	•
Counter-Claim	Counter-Evidence (evidence for counterclaim)	Counter-Reasoning (why this evidence is weak, inaccurate, or should be discarded)
Violent juvenile crime in the United States has been declining as violent video game popularity has increased.		

Studies suggest that when violence is rewarded in video games, players exhibit increased aggressive behavior compared to players of video games where violence is punished.

In a 2005 study, violent video game exposure has been linked to reduced P300 amplitudes in the brain, which is associated with desensitization to violence and increases in aggressive behavior.

Being rewarded for violence leads to players linking violence with good feelings.

Players are desensitized because their aggressive and violent behavior in games often results only in the killed or hurt characters disappearing from the screen instead of dying and the grief of loved ones is absent.

A 2009 study found that it takes up to four minutes for the level of aggressive thoughts and feelings in children to return to normal after playing violent video games. It takes five to ten minutes for heart rate and aggressive behavior to return to baseline.

Funk (2006) determined that young people develop scripts from playing video games that tell youth to respond aggressively in certain situations. Scripts are repetitive procedures and reactions to events (like buckling a seat belt before driving).

In a 2004 study of 150 fourth and fifth graders by Professor Jeanne Funk, violent video games were the only type of media associated with lower empathy.

A 1998 study found that 21% of games sampled involved violence against women and that exposure to these games increased violence towards women and false attitudes about rape.

This demonstrates that directly after playing video games, children are likely to be more violent and aggressive. It stands to reason that over a prolonged period of time playing games, it would take more time to stop violent feelings.

The arrest rate for juvenile murders has fallen 71.9% between 1995 and 2008. The arrest rate for all juvenile violent crimes has declined 49.3%. In this same period, video game sales have more than quadrupled.

A decline in violence can be attributed to higher numbers of law enforcement along with record-high employment and standards of living. There is no direct correlation here. The high number of game sales should be worrisome in light of the studies that link them with violence.

Violence in video games may lead to real world violence when scripts are automatically triggered in daily life, such as being nudged in a school hallway.

Empathy, the ability to understand and enter into another's feelings, plays an important role in the process of moral evaluation and is believed to inhibit aggressive behavior and violence.

Violent video game players lose empathy for women who are raped and violated, because video games often portray women as either inciting rape or desiring it.