

Video Game Violence Goes Straight to Kids' Heads

Sources:    

Date of Stories: November 28, 2006

Type of Story: National

WHO- Radiological Society of North America

WHAT- RSNA preformed testing on 44 teens to determine if violent games affect teens' brains and behavior differently than non-violent games.

WHEN- Tuesday, November 28, 2006

WHERE- Chicago, Illinois

WHY- Radioligists had an hypothesis and some indications that violent games were making teens violent and they wanted to test their theory

HOW- RSNA had 44 children from ages 13-17 play a violent or nonviolent videogame for half an hour and afterward underwent an MRI brain scan while they did activities that needed a lot of concentration and things that make them unable to relax.

On Tuesday a study was presented in Chicago, Illinois at the annual RSNA meeting. The study found that violent video games have significantly different effects on teenagers' brains than non-violent video games.

“During tasks requiring concentration and processing of emotional stimuli, the adolescents who had played the violent video game showed distinct differences in brain activation than the adolescents who played an equally exciting and fun -- but nonviolent -- game,” –Vincent P. Matthews, M.D., Professor of Radiology at Indiana University School of Medicine

Violent video games were shown to increase activity in the amygdala, the part of the brain that control emotion and decrease activity in the part of the brain responsible for self-control, focus, and concentration. Non-violent, but “fun” video games did not have the same effect.

This study could have a big impact on the \$13 billion U.S. video game industry, because it provides more support to lawmakers who are already trying to ban the sale of violent video games in five states.

Dr. Matthews hopes to do more research on the long-term affects of violent video games on the brain, as well as behavior.

I think that this is a good study and they should continue looking further into this, because violent video games could cause people to act in violent ways and cause problems. I think they should extend their study to determine if all video games could be bad for you. I am interested in future studies on the long-term effects of video games.



Metal of Honor: Frontline (left), was the violent game that was used in the testing. Need for Speed Underground (right) was tested as a non-violent game.