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# VIDEO GAMES- DOES IT HOLD A LINK TO DOMESTIC VIOLENCE

# DATA

- ① 32% of American adults play **video games** and as of 2007 the number was increasing. ... Some research finds that **violent video** game use is correlated with, and may **cause**, increases in aggression and decreases in pro-social behaviour. Other research argues that there are no such effects of **violent video games**.

# India

- 300 Million **gamers in India**. 95% of them are below 30.
- Reports are indicating that the **Gaming Industry in India** itself by 2020 is more than 1.1 Billion Dollars.
- With a turnover of \$890 million in 2018, the video game sector is still underdeveloped compared to other Asian countries, such as China and South Korea.
- However, many video game companies are beginning to invest, and India could become an important market for this sector. To conducted by KPMG, the number of game development companies in India today stands at around 275. This number was a mere 25 in the year 2010.
- Estimates suggest that India's mobile games market will be worth \$1.1 billion by 2020, and number of users projected to become 628 million by then.

# Minecraft Game and effect on children- New York

- ⦿ The study was conducted on children aged between 8-12 years who were assigned to play three different versions of the game Minecraft.
- ⦿ About 57 per cent of the 74 children who played the game with sword violence touched a gun, and about 44 per cent of the 70 kids who played the non-violent version touched a gun.
- ⦿ Although, the research is limited by the artificial setting of a university laboratory and Minecraft is not a very violent game with no gore, **the researchers encourage gun owners to secure their firearms and reduce children's exposure to violent video games.**

# First Commercial video game and violence -1982- **Custer's Revenge.**

- The first commercial video game to centre its action around a form of gender-based violence such as rape, **Custer's Revenge**. was Produced by the Mystique Company in 1982, the action in this game is focused around the rape of a woman. Although the graphics are very basic, a reflection of the time in which it was created, it clearly depicts human characters who are sexually differentiated by their genitals. Gamers control the character of General Custer, represented by a naked man wearing no more than a cowboy hat, a scarf and boots and sporting a visible erection. Custer has to overcome several obstacles to achieve his goal, which is to rape a naked Indian woman with large breasts who is tied to a post or cactus and is called "Revenge". If the gamers successfully complete the first challenge, they can rape the bound Indian woman and will receive a score for each act of rape perpetrated.
- The game has no story or argument other than overcoming a volleys of arrows in order to commit rape, which is rewarded. The aim was to represent the "revenge" taken by this U.S. Army cavalry officer for a defeat by the Sioux Indians, through raping a female member of the opposing side (a relatively common event in modern warfare). This game "shows how violence against women, their human and legal rights and the horror of the rape are trivialised in macho imagery" (López Muñoz, 2010, 310).
- Complaints about the game lodged by groups of women human rights defenders were disregarded. On the contrary, about 80,000 copies of the game were sold, an extraordinary figure for the time.

# Other games

- ⦿ **Phantasmagoria**, a 1995 horror adventure game written and designed by designer Roberta Williams, included a rape scene. Slaves of the red mansion is a game where girls are sold into sexual slavery and bound with chains.
- ⦿ In **Fear Effect**, one of the characters is raped by tentacles.
- ⦿ **There are explicit rapes in** Knights of Xentar. Slap Dat is presented with the following line: "If you're the kind of guy who likes to spank girls to get them horny, this is your game".

# Slap the whore -Games

- ⦿ The plot of the game Slap the whore is based on bludgeoning old rock stars - usually older women who were once famous - to death. In Slap the booty, gamers must hit the buttocks of a girl, who screams in pain each time. A clock measures the speed with which she is slapped.
- ⦿ In Sim Girl, a girl asks to be beaten. Gamers hit her while she tells them how she should be beaten and when she is most vulnerable.

# 'anime' video games

- video games known generically as "anime", with various sub-genres such as eroge and hentai (terms used for manga and anime with pornographic content; hentai means "perverted" in Japanese) which most obviously focus on gender-based violence; as the Mexican journalist Lydia Cacho has indicated, "in hentai, sexual violence against girls and women is the central theme" (2009)

# Illusion Software-Rapelay

- In 2006, a Japanese company - Illusion Software - marketed a series of anime-type games, including one which achieved particularly widespread notoriety entitled RapeLay. In this game, the main character is a rapist who has recently escaped from prison and returns to wreak his revenge by raping as many women as possible, including a schoolgirl and a ten year old girl, and "making them enjoy" the experience. It is an interactive role-playing game where the gamer assumes the role of the main character, a rapist, and chooses the kinds of aggression to perpetrate. In order to take revenge on an adolescent who had reported him for the attempted rape of a friend, the main character decides to abuse her, her mother and her 12 year old sister. RapeLay also includes sexual attacks on women and girls on a train, as well as gang rapes. There are various options in the game, such as being able to select any part of the body, to strip women naked on a train or in a park, remove their clothing, sexually abuse them with a virtual hand, force their submission by using certain objects (handcuffs, for example) and choose the form of rape. While the female characters scream, a menu appears enabling the gamer to select the form of rape to perpetrate: "vaginal insert", "oral sex or"Take off pants". The "risk" that the protagonist runs is that victims can become pregnant as the number of rapes increases. In such cases, if the gamer successfully advances through the levels, the rapist must force them to abort and then turn them into his sex slaves, otherwise the possibility increases that the adolescent will stab him to death and thus end the game.

# GRAND THEFT AUTO (GTA),

Amnesty International has been denouncing for years (2004)

- ◉ in the different versions of the popular and controversial series GRAND THEFT AUTO (GTA), women working as prostitutes are subject to assault and murder. In the San Andreas version, gamers can steal a car, drive around any of the streets in their city (finding prostitutes in virtually all of them), pull up beside a woman who engages in prostitution and avail themselves of her services. Whilst it is true that in this game the gamers can choose to seduce a woman instead of paying for the services of a prostitute, this former option is more difficult to achieve since it requires intensive manipulation of the analogue stick. Prostitution, on the other hand, is the easiest option, and gamers can choose between three options: masturbation, fellatio or intercourse.

# Gender violence in The Grand Theft

- ◎ This is explicitly stated in the guide to the Grand Theft Auto: San Andreas version of the game: "While the woman is giving you a "good job", you gain life points but your money reserves go down. But if you want to recover the money you've spent, or even gain more, kill the girl as soon as you get out of your car..." In addition to this injurious treatment of women, the guide openly recommends that gamers kill women in order to steal the money that they are carrying.

# Frustrated father game- throwing the dinning table

- ◎ "**Cho chabudai Gaeshi**" is a Japanese video game developed by Taito which simulates "domestic violence" (sic). Gamers take the role of a father who is apparently frustrated by the attitude of his offspring: after repeatedly hitting a dining table recently set for dinner by a submissive woman, at which all members of the family are sitting, the father must hurl the table into the air in a furious rage in order to cause the maximum possible damage. The harder gamers hit the table, the more points are scored. If in addition to hitting the table, the gamer overturns it violently, he or she is awarded a large number of points and is told how far the table has been thrown.

# Study shows that it effects...

- ⦿ **Anderson et al.** suggested that violent video games constitute an antecedent variable of aggressive behavior, i.e., the degree of exposure to violent video games directly leads to an increase of aggression
- ⦿ trials about juvenile delinquents (**DeLisi et al., 2013**) showed that exposure to violent video games significantly predicts adolescent aggression.
- ⦿ **Sherry (2001)** suggested that violent video games have minor influence on adolescent aggression

# Study on Games or Genetics

- Ferguson et al. proposed a Catalyst Model (CM), which is opposite to the GAM. According to this model, genetic predisposition can lead to an aggressive child temperament and aggressive adult personality. **Individuals who have an aggressive temperament or an aggressive personality are more likely to produce violent behaviour during times of environmental strain.**

# Relating video games and aggression is complicated

- Markey (2015) held a neutral position that extreme views should not be taken in the relationship between violent video games and aggression.
- In fact, the relation of violent video games to aggression is complicated.
- Besides the controversy between the above two models about whether there is an influence, other studies explored the role of internal factors such as normative belief about aggression and external factors such as family environment in the relationship between violent video games and aggression.

# Family and aggression

- ◎ Family violence, parenting style, and other family factors have major effects on adolescent aggression. On the one hand, family environment can influence directly on aggression by shaping adolescents' cognition and setting up behavioural models. Many studies have found that family violence and other negative factors are positively related to adolescent aggression (Ferguson et al., 2009, 2012; Ferguson, 2013),
- ◎ While active family environment can reduce the aggressive behaviour (Batanova and Loukas, 2014).

# Family environment and Video can add to aggression

- ⦿ Family environment can act on adolescent aggression together with other factors, such as exposure to violent video games.
- ⦿ Analysis of the interaction between family conflict and media violence (including violence on TV and in video games) to adolescent aggression showed that teenagers living in higher conflict families with more media violence exposure show more aggressive behaviour (Fikkers et al., 2013).
- ⦿ Parental monitoring is significantly correlated with reduced media violence exposure and a reduction in aggressive behaviour 6 months later (Gentile et al., 2014)

# Anderson et al. (2017)

- The study assessed teenagers in Australia, China, Germany, the United States, and other three countries and found that exposure to violent media, including television, movies, and video games, is positively related to adolescent aggression, demonstrating cross-cultural consistency; 8% of variance in aggression could be independently explained by exposure to violent media. In this study, after controlling for gender and family environment,  $R^2$  for exposure to violent video games in predicting adolescent aggression was 0.05, indicating that 5% of variation in adolescent aggression could be explained by exposure to violent media. These consistent findings confirm the effect of exposure to violent video games on adolescent aggression and can be explained by the GAM.
- According to the GAM (Bushman and Anderson, 2002; Anderson and Carnagey, 2014), **violent video games can make teenagers acquire, repeat, and reinforce aggression-related knowledge structures, including aggressive beliefs and attitude, aggressive perceptual schemata, aggressive expectation schemata, aggressive behavior scripts, and aggression desensitization.**
- Therefore, aggressive personality is promoted, increasing the possibility of aggressive behaviour. The Hypothesis 1 of this study was validated and provided evidence for the GAM.

# Few games show gender based violence (GTA)

- ◉ Law against Gender-Based Violence, the concept of "gender-based violence" does not encompass video games in which there is a clear manifestation of discrimination, inequality or power held over women by husbands or other intimate male partners. This is largely because marital or intimate relationships are not frequently represented in video games: although affective relationships do appear in some video games, the contexts in which they occur clearly distinguish them from marital or intimate relationships. However, in the few games in which it can be inferred that this kind of relationship does exist, such as the social simulation game called "Sims", situations of "gender-based violence" in the legal sense are not represented, except in the case of the world-famous and controversial GTA (**Grand Theft Auto**), which has sold millions of copies and will be discussed later.

# How new plays are evolved in UK?

- “In the UK game the game is based in a college and starts with a relationship where the boy is 17-18 the girl is 16-17”, said Dr Gill Kirkup, a researcher on the team.
- “They quickly fall in love and everything seems fine.
- “What we do over a number of chapters in the game we begin to show some of the subtleties and the grooming process in which coercion, manipulation and control begins to happen. here is some physical abuse.

# The New Age DIGITAL ERA

- ◎ Digital connectivity and interactivity allows us to create, communicate, and play in new ways with additional dimensions. In opening up worlds of virtual digital space, however, we must also seek to more fully understand the new landscapes.

# Legal Tensions

- Legal tensions involving digital media and video games have historically encompassed the areas of free expression/speech, copyright, and contracts. More recently, privacy and surveillance issues have come strikingly to the fore.

# Violence in Games and its effects

- ⦿ fears that the submissions received for this issue would overwhelmingly deal with legal analyses of violence in games did not even remotely manifest.
- ⦿ The depiction of some violence has become an accepted part of the creative package represented **by video games.**

# Since ages.. Violence against women is a game

- ⦿ Whether it is "Lady Chatterley's Lover", Elvis's appearance on *The Ed Sullivan Show*, *Rap* music, or
- ⦿ Miley Cyrus's recent appearance on the **2013 VMAs**, the pattern is mostly the same: shock, horror, criticism, calls for censorship, and, with time, grudging acceptance.

# Role of Women in V G

- One critically important exception to this trend may be the role of women in games. This subject is not only attracting considerable substantive attention (cutting to the quick of an inbred and prevalent sexism that is being systematically revealed in the video-game industry) but shows no sign of going away.

# Are they feeling the effect- Consumers

- ⦿ Another possible factor at play in the relative calm around violent depictions in video games" is a less visible one: direct consumer impact.
- ⦿ The vast number of consumers who purchase games and digital entertainment very rarely feel the effects of violent video games in any obvious form.
- ⦿ An international study looking at more than 17,000 adolescents, ages nine to 19, from 2010 to 2017, found playing violent video games led to increased physical aggression over time.

# Findings--Hull

- "Based on our findings, we feel it is clear that violent video game play is associated with subsequent increases in physical aggression," said Hull, associate dean of faculty for the social sciences at Dartmouth College in Hanover, New Hampshire, and the Dartmouth Professor of Psychological and Brain Sciences.
- The effect is "relatively small, but statistically reliable. The effect does exist," Hull said.

# Shooting and video games – Trump says Yes it effects- no proof

- Video game violence has been a hot-button issue for more than a decade. Interest in research on video games' potential for violence increased after it was learned Eric Harris and Dylan Klebold, the two teenagers who committed the Columbine High School shooting, played the first-person shooting computer game "Doom."

# What is to be stopped?

- ⦿ American Psychological Association task force report in 2015 found a link between violent video games and increased aggression in players but insufficient evidence that violent games lead to criminal violence.
- ⦿ Video games, the academy said in 2016, "should not use human or other living targets or award points for killing, because this teaches children to associate pleasure and success with their ability to cause pain and suffering to others." **It found a "significant" link between violent media in general and aggressive thoughts and angry feelings.**

# Does it show aggression? Depends on the family environment

- The subjects self-reported their exposure to violent video games, family environment, normative beliefs about aggression, and aggressive behavior. The results showed that there was a significant positive correlation between exposure to violent video games and adolescent aggression; normative beliefs about aggression had a mediation effect on exposure to violent video games and adolescent aggression, while family environment moderated the first part of the mediation process. For individuals with a good family environment, exposure to violent video games had only a direct effect on aggression; however, for those with poor family environment, it had both direct and indirect effects mediated by normative beliefs about aggression.

# SC of US

- ⦿ In 2011, the justices ruled in a 7-2 decision that video games are protected speech under the First Amendment, an opinion that cited existing research into aggression.
- ⦿ Justice Antonin Scalia, writing for the court, said that "psychological studies purporting to show a connection between exposure to violent video games and harmful effects on children do not prove that such exposure causes minors to act aggressively."
- ⦿ He added that "any demonstrated effects are both small and indistinguishable from effects produced by other media."

# No Evidence to Prove

- "When it comes to actual serious criminal violence, there's virtually no evidence that video games matter," James Ivory, professor and research director at Virginia Tech

# No link to video games-Some studies

- Based on these studies, the media, lawmakers, and researchers often imply a link between violent video games and violent criminal behavior. Using a similar methodology employed by researchers to examine predictors of severe violent behaviors (Anderson et al., *Journal of Personality and Social Psychology* 73: 1213–1223, 1997), 4 time-series analyses investigated the associations among violent crime (homicides and aggravated assaults), video game sales, Internet keyword searches for violent video game guides, and the release dates of popular violent video games (both annually and monthly). Contrary to the claims that violent video games are linked to aggressive assaults and homicides, no evidence was found to suggest that this medium was positively related to real-world violence in the United States. Unexpectedly, many of the results were suggestive of a decrease in violent crime in response to violent video games. Possible explanations for these unforeseen findings are discussed and researchers are cautioned about generalizing the results from laboratory and correlational studies to severe forms of violent behavior. (PsycINFO Database Record (c) 2016 APA, all rights reserved)
- Markey, P. M., Markey, C. N., & French, J. E. (2015). Violent video games and real-world violence: Rhetoric versus data. *Psychology of Popular Media Culture*, 4(4), 277–295.

Ferguson, C.J. J Youth Adolescence (2011) 40: 377.

<https://doi.org/10.1007/s10964-010-9610-x>

- Although several prospective studies of video game violence effects have been conducted, none have employed well validated measures of youth violence, nor considered video game violence effects in context with other influences on youth violence such as family environment, peer delinquency, and depressive symptoms.
- The current study builds upon previous research in a sample of 302 (52.3% female) mostly Hispanic youth. Results indicated that current levels of depressive symptoms were a strong predictor of serious aggression and violence across most outcome measures. Depressive symptoms also interacted with antisocial traits so that antisocial individuals with depressive symptoms were most inclined toward youth violence. Neither video game violence exposure, nor television violence exposure, were prospective predictors of serious acts of youth aggression or violence. These results are put into the context of criminological data on serious acts of violence among youth.
- Journal of Youth and Adolescence- April 2011, Volume 40, Issue 4, pp 377–391| Video Games and Youth Violence: A Prospective Analysis in Adolescents

**Does Media Violence Predict Societal Violence? It Depends on What You Look at and When-** Christopher J. Ferguson- *Journal of Communication*, Volume 65, Issue 1, February 2015, Pages E1–E22

- ◎ This article presents 2 studies of the association of media violence rates with societal violence rates. In the first study, movie violence and homicide rates are examined across the 20th century and into the 21st (1920–2005). Throughout the mid-20th century small-to-moderate correlational relationships can be observed between movie violence and homicide rates in the United States. This trend reversed in the early and latter 20th century, with movie violence rates inversely related to homicide rates. In the second study, videogame violence consumption is examined against youth violence rates in the previous 2 decades. Videogame consumption is associated with a decline in youth violence rates. Results suggest that societal consumption of media violence is not predictive of increased societal violence rates.

# Video game to help fight the violence in Danish- Adolescent girl been hit –it calls you 100% macho and 100%idiot -NGO uses this game to educate

- Available in internet to be downloaded which attempts to draw attention to this issue by inviting the user to strike an adolescent girl. The gamer can hit her again and again until her face is bruised, even to the point of knocking her to the ground with punches. This controversial campaign against gender-based violence was called Hit the Bitch, and consists of a video game aimed at showing that gender-based violence is degrading. The game recreates the exact scene which should be avoided, and then condemns the gamers themselves for their attitudes. Gamers hit a woman, and the more they beat her, the more points they obtain, making the gamer stronger the more he or she strikes the woman. Encouraging gamers to beat a woman, albeit in a video game simulation, is a peculiar way of communicating that gender-based violence is wrong. When the young woman is eventually knocked to the floor and the game finishes, a message in Danish appears which says: "Now you are 100% macho. 100% idiot. And now what?". The message goes on to say that there is no excuse that can justify the abuse of women and urges gamers to seek psychological help.
- The game, the use of which has been restricted outside Denmark, was posted on the Internet by the NGO known as Born og Unge I Voldsramte familier, which fights to defend the rights of children who are abused within their families. "Dear non-Danish visitor, Due to the extremely high number of visits to Hit the bitch, access has been restricted to Danish users", says the message on the blocked page. The game has received much criticism because it seems more of an incitement to violence than a criticism.

# UK to introduce in school

- ⦿ Videos games can reduce violence as well as cause it
- ⦿ “The research is clear: when children play aggressive computer games they behave more violently; but when they play more socially conscientious games their behaviour correspondingly improves”,

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**THANK YOU**