
Sociologist Joel Best argues that social anxiety about popular children's entertainment—especially that they might exert "dark" influence over—are not new. He points to newspaper and book commentaries dating back a century to demonstrate that these kinds of fears have been around for a long time. Back then, people worried about violent imagery in the cheap adventure novels sold to boys. In more recent times, the focus shifted to movies and television, and it now hovers around violent video games.

This article is relevant to my paper because it asserts that violence in terms of children's playtime and toys has been an ongoing issue since before video games were invented, which supports my claim that video games cannot be held responsible for aggressive behaviors in children.


Psychiatric researchers Guy Poiter and Vladan Starcevic conducted a broad examination of the literature on video games and aggression that was available in 2007 when this article was published. Their analysis includes a study that found that adolescents who play violent video games also exhibit more hostility and aggressive behavior through fights, arguments,
and poor school performance. The authors also reviewed studies involving individuals
playing violent video games in a laboratory setting that demonstrate a connection between
the video game play and aggressive feelings and behaviors. They conclude that while
available evidence does not demonstrate a direct causal connection between violent play
and violent acts, it does suggest that violent play has the potential to worsen "hostile" and
"antisocial" personal traits in individuals already possessing violent tendencies.

The research article is crucial to my claim of violent video games not being the cause of
violence being made because it presents reasonable and scientifically-founded doubt that
video games caused violence.

Leave a space between the paragraphs of your annotation.

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