

**Title: Conversations**

**Subtitle: Banning Violent Video Games will Not Stop Violence**

**Second Subtitle: Banning Violent Video Games will Not Stop Violence**

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We live in violent world with violent people who desire things that are not possible for people to live these out in a virtual reality is far safer then sending them to war.

So on the one hand we have America, trying to make world war 3 with anyone else, do we have that the games cause the fighting?

I must admit some games do produce ideas such as grand theft auto and I once had the thought to mug the person and steal the car...then questioned where these ideas come from and realized that after 2 weeks of playing the game it had created these ideas.

Yet on the other hand when I was younger I helped others rob cars more than I was growing TWOC'ers, then to prove anything...so the game didn't make them rob cars then.

So it is not the games that cause these things it is the state of our society that we begin with.

Neither did the games we have now, exist in our violent past we can all see that.

So on the one extreme there is always the other...so through allowing people to rob cars when you commit said crimes, this is a good thing..this is the point in the game allowing the focus to be way out of control...

I come from a gangster family and there are many rule and much respect for the law, sadly overlooked in these games.

So if it isn't just the games and the way we present things to our self's a TV as all it does is lie and teach violence (sounds like politics also). So in which case lets also ban the Bible as that is at the founder of all violence in some where.

Yet to suddenly ban violent games and say that is the cause of violence, look at that we live in hell to begin and it might make a bit more sense.