

Children Are Forced To Be Violent

The news media (twinning with entertainment media), show things like violence, war, killing, and so forth. And so do the entertainment media, although under the label "movie" or "game", very overtly on all kinds of movies. Now, this brings us to another closely related subject : Games.

Children nowadays, play with Playstation, Nintendo games, computer games, watch cartoons on TV. Most of these games and cartoons contain violence, fights, shooting, killing, etc. But, in an "innocent" look. But the concept is exactly the same as "hurt thy neighbour". Those kids are growing up, with a mindset filled with violence. And then, what happens next, is "real" violence, ranging from irritation, mild aggression, to vandalism, fighting, injuring and killing. And quite likely with minimum emotion, because it is "normal".

We live in a world where people get their daily brainwash through television, internet, radio, newspapers, magazines. And they are not aware. All that information gets swallowed, without asking themselves the question "what am I going to do with that information ?".

Movies, such as the early series of the "X-files", labeled as "entertainment", contain more "truth" than the government would ever publicly admit on the newschannels. Such movies are allowed, even promoted, of course, because they appear under the label "science fiction" or "fantasy". And nearly everybody takes that for granted.

So, there are several ways to convey information to the people. But it is up to the sharpness of their minds to separate the wheat from the chaff, the "truth" from the "fake". Entertainment media (ful)fill up the news media, and vice versa. And here ends and starts the vicious circle of the media.

Media : "the best way to lie is to do it loudly, looking into the eyes, without blushing" like "here are the data, but it is not true". And that is what the media are doing.

And the internet ? Well, that is not very much different. I would say, even worse. Staring at the computer screen, people submerge themselves in a dreamworld. Any form of unpunished bad behaviour seems normal these days.

All of the above, and more, unfortunately, are seeds of terrorism. If the basis of education and so-called entertainment does not change for the better, then terrorism will keep on being reborn. Think about it.

Please note that the FCC "ruled" years ago that subliminal programming with television was illegal, but it never stopped. You find it more common on cable TV. They are using subliminal conditioning on all cable networks. They use it to emphasize different elements of what you are seeing around you. People end up being brainwashed and stay programmed this way towards ignorance, violence and wanting to have.

None of all the computer games has been subject to any ruling concerning subliminals. None of all the computer games has been correctly analyzed on its impact on the human mind, especially on children and their mental growth. "It is just a game", that's what they say.

But for the mind's subconsciousness there has never been any difference between fantasy and reality. Any dream feels real when you're in it.

For a child it is very tempting to check out reality, compared to what he or she learned in the games.

Little kids play all sorts of games that offer loads of shooting, fighting, crashing, and what have you. All in all, a lot of violence. PlayStation, Nintendo, XBox, PC and many other game machines are accessible by any child.

Most parents think that a game is just a game, therefore not having any adverse effects on the mind of their children. They read the label 'game' on the package, and they think it is just a game.

But all those machines are educational systems. Essentially, they are teaching machines.

A game can be defined as a series of actions and reactions in relation with overcoming resistances and counter actions in order to reach certain goals. In a way, just like life is.

The subconscious mind does not know the difference between a fantasy, dream, and reality. Intelligent psychologists know that. Foolish psychologists work for the game industry.

Today's children spend more time communicating with electronics than with people. And if they communicate to real people, they do it through email, chat, sms, etc., not in person.

Most electronics are hosting violent games. Even the 'innocent' arcade games, abstract as they are, they do very clearly instruct the operator (read: the child playing that game) what to do and how to react. Synaptic programming in the brain ensures optimization of action-reaction patterns, and from thereon the child doesn't know any better ever after: "Seek and destroy!"

Children learn how to enjoy killing and destroying. They learn explicit language and unethical behavior. They learn a certain meaning of success, in the realm of violence. And after some time it all runs on autopilot. Children have been brainwashed in the most pleasant way about the least constructive activities. For them it has become "normal" to act & react as taught by the games. As a consequence, their reality has been programmed already.

Terrorism has in this regard a whole different meaning. It is not Osama or Obama, political processors as they are. It is CPU and TFT, violence educational processors. Billions of them. And because of this number, we can speak of a world crisis of some sort.

In fact, as a billion people are having their daily dose of fighting and destruction, it equals to a world war. Let's call it a subconscious war.

This problem can only be solved if there are enough intelligent leaders who are conscious about this subject. Today, there aren't. All eyes are closed, except to the countless gaming TFTs in some apathic way.

Nevertheless, people get shocked each time a child commits a crime. People seem to have no idea that

they, stupid parents, are directly responsible for the actions by children. There is no excuse for parents' ignorance about games. And in the end, they will be the victim of those whom they allowed to master destructive behavior.

The following data has been copied/pasted from some internet references:

Several incidents speculated to be related to video games in recent decades have helped fuel controversy.

* On April 20, 1999, 18-year-old Eric Harris and 17-year-old Dylan Klebold killed 12 students and a teacher in the Columbine High School massacre. The two were allegedly obsessed with the video game Doom. Harris also created WADs for the game, and created a large mod named "Tier" which he called his "life's work". Contrary to certain rumors, however, neither student had made a Doom level mimicking the school's layout, and there is no evidence the pair practiced the massacre in Doom.[59]

* In April 2000, 16-year-old Spanish teenager José Rabadán Pardo murdered his father, mother and his sister with a katana, proclaiming that he was on an "avenging mission" by Squall Leonhart, the main character of the video game Final Fantasy VIII.[60][61]

* In November 2001, 21-year-old American Shawn Woolley committed suicide after what his mother claimed was an addiction to EverQuest. Woolley's mother stated, "I think the way the game is written is that when you first start playing it, it is fun, and you make great accomplishments. And then the further you get into it, the higher level you get, the longer you have to stay on it to move onward, and then it isn't fun anymore. But by then you're addicted, and you can't leave it."[62]

* In February 2003, 16-year-old American Dustin Lynch was charged with aggravated murder and made an insanity defense that he was "obsessed" with Grand Theft Auto III. Long time video game opponent and former attorney Jack Thompson encouraged the father of victim JoLynn Mishne to pass a note to the judge that said "the attorneys had better tell the jury about the violent video game that trained this kid [and] showed him how to kill our daughter, JoLynn. If they don't, I will."[63] Lynch later retracted his insanity plea, and his mother Jerrilyn Thomas commented, "It has nothing to do with video games or Paxil, and my son's no murderer."[64]

* On June 7, 2003, 18-year-old American Devin Moore shot and killed two policemen and a dispatcher after grabbing one of the officers' weapons following an arrest for the possession of a stolen vehicle. At trial, the defense claimed that Moore had been inspired by the video game Grand Theft Auto: Vice City.[65]

* On June 25, 2003, two American step brothers, Joshua and William Buckner, aged 14 and 16, respectively, used a rifle to fire at vehicles on Interstate 40 in Tennessee, killing a 45-year-old man and wounding a 19-year-old woman. The two shooters told investigators they had been inspired by Grand Theft Auto III.[66]

* On February 27, 2004 in Leicester, UK, 17-year-old Warren Leblanc lured 14-year-old Stefan Pakeerah into a park and murdered him by stabbing him repeatedly with a claw hammer and knife. Leblanc was reportedly obsessed with Manhunt, although investigation quickly revealed that the killer did not even own a copy of the game. The victim's mother Giselle Pakeerah has been campaigning against violent video games in the UK ever since.[67] The police investigating the case have dismissed any link, as discussed in the relevant articles.[68]

* In October 2004, a 41-year-old Chinese man named Qiu Chengwei stabbed 26-year-old Zhu Caoyuan to death over a dispute regarding the sale of a virtual weapon the two had jointly won in the game The Legend of Mir 3.[69]

* On December 27, 2004, 13-year-old Xiao Yi committed suicide by jumping from a twenty-four story

building in Tianjin, China, as a result of the effects of his addiction, hoping to be "reunited" with his fellow gamers in the afterlife, according to his suicide notes. Prior to his death, he had spent 36 consecutive hours playing Warcraft III.[70][71]

* In August 2005, 28-year-old South Korean Lee Seung Seop died after playing StarCraft for 50 hours straight.[72]

* Controversy of speeding and evading the authority in racing games surfaced when a copy of Need for Speed: Most Wanted was found on one of the street racers' car in Toronto on January 19, 2006, when two 18-year-olds, Alexander Ryazanov and Wang-Piao Dumani Rosracerers, were involved in an accident resulting in the death of taxi-driver Tahir Khan. Nevertheless, the police did not find any connection between the game and the incident.[73]

* In June 2007, 22-year-old Alejandro Garcia from Texas shot dead his cousin after arguing over whose turn it was to play the game "Scarface: The World Is Yours". He pleaded guilty for murder at his trial on April 6, 2011, and will serve 15 to 30 years in prison.[74][75]

* In September 2007, a Chinese man in Guangzhou, China, died after playing Internet video games for three consecutive days in an Internet cafe.[76][77]

* In September 2007 in Ohio, 16-year-old Daniel Petric snuck out of his bedroom window to purchase the game Halo 3 against the orders of his father, a minister at New Life Assembly of God in Wellington, Ohio, U.S.[78] His parents eventually banned him from the game after he spent up to 18 hours a day with it, and secured it in a lockbox in a closet where the father also kept a 9mm handgun, according to prosecutors.[79] In October 2007, Daniel used his father's key to open the lockbox and remove the gun and the game. He then entered the living room of his house and shot both of them in the head, killing his mother and wounding his father. Petric is sentenced to life in prison without parole, which was later commuted to 23 years in imprisonment.[80] Defense attorneys argued that Petric was influenced by video game addiction, the court dismissed these claims. The judge, James Burge commented that while he thought there was ample evidence the boy knew what he was doing, Burge thought the game had affected him like a drug, saying "I firmly believe that Daniel Petric had no idea at the time he hatched this plot that if he killed his parents they would be dead forever." [81]

* In December 2007, 17-year-old Lamar Roberts and 16-year-old Heather Trujillo were accused of beating a seven-year-old girl to death. They are said to have been imitating the moves taken from the game "Mortal Kombat". [82]

* In December 2007, a Russian man was beaten to death over an argument in the MMORPG Lineage II. The man was killed when his guild and a rival one challenged each other to a real-life brawl.[83]

* False reports initially claimed that Seung-Hui Cho, the killer in the 2007 Virginia Tech massacre was an avid Counter-Strike player. However, police reports said that roommates of Cho had never seen him play any video games.[84] Despite these discoveries, disbarred attorney Jack Thompson continued to erroneously claim that video games were to blame.

* In June 2008, four teens allegedly obsessed with Grand Theft Auto IV went on a crime spree after being in New Hyde Park, New York. They first robbed a man, knocking his teeth out and then they stopped a woman driving a black BMW and stole her car and her cigarettes.[85]

* On August 2, 2008, Polwat Chinno, a 19-year-old Thai teenager, stabbed a Bangkok taxi driver to death during an attempt to steal the driver's cab in order to obtain money to buy a copy of Grand Theft Auto IV. A police official said that the teen was trying to copy a similar act in the game. As a consequence, officials ordered the banning of the series, which led its distributor, New Era Interactive Media, to withdraw it, including the aforementioned, then-upcoming installment, from shops across Thailand.[86][87][88]

* In January 2010, 9-year-old Anthony Maldonado was stabbed by relative Alejandro Morales after an

argument regarding Maldonado's recently purchased copy of Tony Hawk: Ride and PlayStation 3 console.[89]

* In January 2010, Gary Alcock punched, slapped and pinched his partner's 15-month-old daughter in the three weeks leading up to her death before he delivered a fatal blow to the stomach which tore her internal organs because she interrupted him playing his Xbox. She died from internal bleeding after suffering 35 separate injuries including multiple bruises, rib fractures and brain damage, which were comparable to injuries suffered in a car crash. Alcock was jailed for life and must serve at least 21 years.[90][91]

* In May 2010, French gamer Julien Barreaux located and stabbed a fellow player who had stabbed Barreaux on the game Counter-Strike. The judge at his trial called him "a menace to society." [92]

* In October 2010, 22-year old Florida mother Alexandra Tobias killed her baby because he would not stop crying while she was playing FarmVille; on February 1st, 2011, she was sentenced to 50 years in prison and the judge stated, during sentencing, "He who is the most defenseless among us was murdered by his own mommy. And why? Because he was crying during a game of FishVille or FarmVille or whatever was going on during Facebooking time that day".[93]

* On November 29, 2010 in South Philadelphia, Pennsylvania, 16-year-old boy Kendall Anderson bludgeoned his mother to death in her sleep with a claw hammer after she took away his PlayStation.[94][95]

* On April 9, 2011 in Alphen Aan Den Rijn, The Netherlands, 24-year-old Tristan van der Vlis opened fire in a shopping mall, releasing more than a hundred bullets with a semi-automatic rifle and a handgun, killing 6 innocent people and wounding 17 other people, after which he also killed himself.[96] A fair amount of attention was given to the fact that Van Der Vlis had been playing Call of Duty: Modern Warfare 2 and to the alleged similarities between the events in Alphen a/d Rijn and the controversial "No Russian" mission in the game (also known as the 'Airport Massacre') where the player can choose (or not choose) to partake in the killing of a large group of innocent people inside an airport terminal.[97][98]