Children today play very violent games. This must be the reason for the increase in violence and crime in most major cities of the world. What are your opinions on this?

Nowadays, parents prefer to keep their children off the streets and out of the trouble. As a result children are more exposed to different types of new games which are brought by new technologies. The new games in particular computer games are including include some form of violence that can lead to crimes-increase in major cities.

In the past few years, children had been playingused to play the outdoor games with simple toys. However, children these days are almost playing individual video games inside the home as an epidemic life style in big cities. As a matter of fact, a level of computerized violence is embedded inside the video games, for instance, "Battle field" or "Call of Duty" both imply civil war situation. More importantly, computer games are being more realistic and bloodier.

Some studies revealed that there is a direct <u>casual</u> link between the sales of violent video games and criminal behavior in <u>the</u>-society. Some others demonstrate that, children usually behave more aggressively after leaving the gaming <u>council console</u> for a few minutes. Furthermore, it is reported that "Copycat" crimes are mostly committed when the violent characters of the video games are mimicked.

In my opinion, violent video games can harm children's psychological health in terms of angry feeling and lack of social intelligence. Video gaming also will cause a significant reduction in children's physical activities as well.

To sum up, I support the idea that considers the violent computer games as a casual risk factor for the children's mental health and its positive correlation with crimes commitments in the major cities. What parents and governments need, is to control the video games contents as well as children's spent time on computer games in order to prevent criminal activities in the society.