

Tekst 4

LETTERS TO THE EDITOR

Violent video games

- 1 Sir: I was disappointed to see the Analysis on violent video games (8 January) trotting out the same old myths about media violence.
- 2 American researchers into media violence persistently present correlations as evidence of causality (which is a basic misunderstanding in social science methodology); they consistently claim long-term effects from studies examining only short-term immediate responses; and make utterly meaningless comments about the responses of known violent individuals to media violence. They do this because American effects research is highly influenced by the socio-political environment, in which the media are branded as scapegoat in order that other causes of violent crime in the US, such as the easy access to guns, are not addressed.
- 3 What such researchers consistently fail to even address is why millions of people exposed to exactly the same media products fail to respond in aggressive and violent ways.
- 4 Video games are becoming more graphically sophisticated but not, as the article claims, more violent; Space Invaders involved the wiping out of entire waves of alien invaders, the same basic principle as Doom. Attacks on games for presumed effects of their violent content is merely another stage in the history of media criticism. Exactly the same comments were made when the novel, newspaper, music hall, cinema, television, comic books and videos began to reach a mass audience.
- 5 People need to realise that media content does not determine individuals' behaviour, and if more people were aware of the range of effects research over the last 70 years that clearly shows this, we might finally see the end of the influence of moral conservatives determined to censor the media.
Dr VINCENT CAMPBELL
Senior Lecturer in Media Studies
- 6 Sir: As a teenager who loves video games, I think the problem you report on refers only to the weak-minded who are not smart enough to realise that games are games, not "reality". I own Grand Theft Auto Vice City and I just see it as a game in which I have missions to undertake - not a shoot-'em-up.
CHARLES ROBINSON
(Aged 13)
The Independent

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- “Sir: I was ... media violence.” (paragraph 1)
- 1p **5** With which of the following does Dr Campbell continue his argument?
- A** American researchers into media violence draw unfounded conclusions.
 - B** American researchers use outdated research methods for present-day issues.
 - C** The disturbing research findings on media violence should be high on the political agenda.
 - D** The interpretation of research findings on media violence appears to shift along with the political climate.
- 1p **6** Why does Dr Campbell mention “the easy access to guns” (end of paragraph 2)? To illustrate his view that
- A** the media violence issue serves to deflect attention from other issues related to crime.
 - B** the ready availability of guns adds to the impact of media violence.
 - C** there are many more causes of violent crime besides media violence.
- 1p **7** Met welk zinsgedeelte geeft Dr Campbell in alinea 4 commentaar op de claim dat videospelletjes steeds gewelddadiger worden? Noteer dit zinsgedeelte.
- 1p **8** Which of the following applies to the research mentioned in paragraph 5?
- A** It has demonstrated that media violence does not cause real-life violence.
 - B** It has stimulated a wrong view of the relation between the media and violence.
 - C** It offers useful suggestions for reducing the harmful effects of media violence.
- 1p **9** Which of the following is/are stated by Charles Robinson (second letter)?
- 1 Violent video games do not encourage him to behave aggressively.
 - 2 Some people are too dumb to understand the impact of violent video games.
- A** Only 1 is true.
 - B** Only 2 is true.
 - C** Both 1 and 2 are true.
 - D** Neither 1 nor 2 is true.