Self-Censorship Regulatory Structure: Can We Control Political of Hates, Violence & Sex in Children Computer & Video Games?

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Abstract

This article examines some of the extreme negative content available to teenagers and young children in the market. Extreme negative values such as political of hates, violence and sex in some of the children computer and video games were made possible due to several factors such as lacking in regulatory structure, week policy implementation, rampant of illegal and uncensored materials. Computer and video games have been the subject of frequent controversy and censorship, due to the depiction of graphic violence, sexual themes, racism, advertising, eavesdropping, consumption of illegal drugs, consumption of alcohol or tobacco, propaganda or profanity in some games. Among others, critics of video games sometimes include parents’ groups, politicians, organized religion groups, and other special interest groups. Young children who see violent acts in movies, shows, and games may not be able to tell the difference between “make-believe” and real life. They may not understand that real violence hurts and kills people. When the “good guys” or heroes use violence, children may learn that it is okay to use force to solve problems. Younger children may even become more afraid of the world around them. Can self-censorship and ratings system help?

The playing of violent video games is often cited as a factor in motivating shockingly violent youth crimes such as high school shootings in the US. One of the students who carried out the Columbine High School massacre in 1999 used a gun he called “Arlene” - allegedly after a character in a novel inspired by the computer game Doom. However, most people who played graphically violent games (such as Call of Duty, Hitman, Mortal Kombat) did not resort to violence - and most video games were not violent, said Dr Richard Wilson from trade body Tiga. “I wouldn't rubbish the [APA Do violent video games influence young people to act aggressively? I play violent video games online and I am 16 years old. Most video games are just killing if the player does these actions to often he can subconsciously learn those actions and be violent himself. In a study two groups of kids were asked to play violent video games more than another group. The group who had more exposure to the game was more violent than the one who did not play as much. (CNN.com) Playing too much violent video games can make the player think violence is fun. When the game is played the teen can associates violence with entertainment. Also for performing violent
acts the player always gets a reward. If the person plays the game to