

Case Study: Bang Bang, You're Dead!

History Question: Do you think we, as a society, have become more tolerant of violence as depicted on television and in video games? What evidence would you use to support your position?

I believe that as a society, for the most part, we have become more tolerant of violence. The reason I believe this is because of what I see in movies and video games today, compared to how they were ten to fifteen years ago. From my personal experience as a video game player, I have noticed that video games have only gotten more and more gruesome. Graphics have become so advanced that movie and game creators can create whatever they want and it appears real. The realism has allowed game creators to make their games much more violent. Blood and guts are a much more prominent feature alongside video games these days. Games have become more violent in the ways that characters act as well. Effects have become so advanced that characters in video games can do basically anything you want them to do whether that's rob a bank or kill a person, but now it's in HD.