Many parent organizations have charged that excessive violence in video games leads to violent behavior in today's youth. Many of these accusations are refuted by the game industry, which cites the fact that youth violence has actually decreased in recent years and that medical and psychological studies have not supported such links. In fact, according to a 2001 U.S. Surgeon General's report, the strongest risk factors for school shootings center on mental stability and the quality of home life, not media exposure.

Consider the following issues related to this topic:

- Some analysts argue that since the military regularly employs violent video games to train soldiers, children who play these games are also learning to be more brutal and aggressive in their everyday social interactions.
- In throwing out certain court cases against violent video game manufacturers and vendors, some judges have pointed out that shielding young people from such violent imagery might actually leave them ill-equipped to deal with the actual violence that exists in today's world.
- While many psychologists have concluded that violent video games do not train most children to become violent in the real world, there is some evidence to suggest that such games provide a means for violence-prone children to learn and practice aggressive solutions to conflict situations.
- One recent study indicated that gamers that regularly enjoyed some of the more violent video games (e.g., Resident Evil, Doom) were actually much more frightened than other audience members of movie versions of those games, citing the increased realism of the films.

All students should come to class on Tuesday, November 6, 2007, prepared to discuss these issues. The two panel members listed above will be expected to lead this discussion. Each panel member should:

- Consider each issue thoroughly, preparing specific examples to support the opinions that will be expressed during the discussion.
- Discuss the issues with other panel members, determining who will be the principal discussion leader on each issue.
- Prepare some brief opening remarks about the issues, as a means to prompt discussion about them.