



DEBATE ON VIOLENT VIDEO GAMES

PRESENTED BY:

Salman Al-Qahtani	201900235
Fahad Al-Fawaz	202300793
Khaild Al-Gamdi	202200522
Mansour Alsadoun	202100503

TEAM 1:AFFIRMATIVE (FOR BAN) - INTRODUCTION

- Topic: Banning Violent Video Games
- Our Stance: Violent video games should be banned in public spaces.
- Reasons:
 - Protecting mental health
 - Reducing aggression and desensitization to violence
 - Promoting a safer and more harmonious society

SLIDE 2: DANGERS OF VIOLENT VIDEO GAMES

- Research: Studies link violent video games to increased aggression and desensitization to violence.
- Mental health impact: Exposure to violent video games can harm mental health, particularly for youth.
- Societal impact: Potential for real-world violence and harmful attitudes.

NECESSITY OF A BAN

- Precautionary principle: Even with inconclusive evidence, we should act to protect public health.
- Public safety: Banning violent video games in public spaces promotes a safer environment.
- Individual vs. collective well-being: Individual rights should not come at the cost of public safety.

REBUTTAL TO TEAM 2 ARGUMENTS

- Inconclusive evidence: The potential risks are significant enough to warrant action.
- Personal freedoms: Individual rights are important, but public health takes precedence.
- Challenges of enforcement: A ban is still necessary despite enforcement difficulties.
- Other factors influence behavior: While other factors exist, violent video games are a contributing factor.

CONCLUDING REMARKS

- Banning violent video games: A necessary step to protect mental health and promote a safer society.
- Public health priority: We must prioritize the well-being of our communities.
- Investing in a healthier future: A ban on violent video games is a positive investment in our collective well-being.

NEGATIVE (AGAINST BAN) - INTRODUCTION

- Topic: Banning Violent Video Games
- Our Stance: We oppose a complete ban on violent video games.
- Reasons:
 - Individual rights and personal freedoms
 - Inconclusive evidence linking violent video games to real-world violence
 - Challenges of enforcement and practicality

IMPORTANCE OF INDIVIDUAL RIGHTS

- Freedom of choice: We should respect individuals' right to choose their entertainment.
- Personal responsibility: Individuals are responsible for their actions, not video games.
- Overlooking other factors: Focusing solely on video games ignores broader cultural influences on behavior.

CONCERNS WITH BANNING VIOLENT VIDEO GAMES

- Enforcement challenges: A complete ban is difficult to enforce and can lead to unintended consequences.
- Infringing on personal freedoms: Banning video games is an overreach of government authority.
- Neglecting alternative solutions: Focus on promoting awareness and responsible gaming instead of a ban.

REBUTTAL TO TEAM 1 ARGUMENTS

- Precautionary principle: The potential risks are still debated and require further research.
- Public safety: Other factors, including mental health and social support systems, contribute to public safety.
- Personal responsibility: Individuals should be held accountable for their actions, not video games.
- Ban vs. individual-centered approach: Focus on promoting responsible gaming and critical thinking skills.

CONCLUDING REMARKS

- Respecting individual rights: Personal freedom should not be sacrificed for a complete ban.
- Balanced approach: Promote awareness and responsible gaming instead of infringing on individual liberties.
- Focus on root causes: Address mental health issues and societal factors that contribute to violence.