

Video Games: Content and Responsibility

Panelists

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Since their invention, video games have been accused of many things, including:

- * Male-focused stories and design
- * Excessive violence
- * Promoting addiction to digital entertainment
- * Distorting attention spans

Of course, the same complaints have been made about radio, television, the internet, and computers in general. Are all or any of these concerns valid?

When will someone write games that girls want to play, or has it already been done? Do fun and educational video games exist? Do video games train people to be violent, or do they provide a safe way to vent violent tendencies? Does the ESRB rating system go too far, or not far enough? Are game developers and publishers taking enough responsibility for their creations? Are consumers using their products responsibly?