

1. 1/17 Ever thought about how violence in video games started? Do you know what video games popularized it? Its effects on ppl? #gameviolence **139**
2. 2/17 Nintendo of America spawned the belief that video games were toys targeted towards children. #gameviolence **112**
3. 3/17 But as the video game industry grew, so did its audience. Games were trying to appeal to teens and up with undue-violence #gameviolence **140**
4. 4/17 Many consider Mortal Kombat to be the one to kickstart video game violence due to its controversial fatalities. #gameviolence **131**
5. 5/17 People mainly remember Mortal Kombat because of these fatalities-you can pull off someone's spine out or burn them alive #gameviolence **140**
6. 6/17 Because Mortal Kombat was one of the first arcade games to have blood and gore, it attracted the attention of politicians. #gameviolence **135**
7. 7/17 One in particular is former chief of staff Joe Lieberman. He wanted to create a rating system so that kids couldn't play. #gameviolence **140**
8. 8/17 Years later, Grand Theft Auto San Andreas would release and become just as controversial, perhaps even more so. #gameviolence **130**
9. 9/17 GTA games in general allowed players to murder innocent civilians and police officers while being depicted as a criminal #gameviolence **140**
- 10.10/17 According to Doug Gross of CNN, GTA " inherited the mantle of violent game poster child from 'Mortal Kombat.'" #gameviolence **131**
- 11.11/17 GTA San Andreas, however, contained a more notorious, albeit hidden feature called "Hot coffee." #gameviolence **116**
- 12.12/17 Despite being made inaccessible, Hot coffee was programmed in by modders. It featured two characters having intercourse. #gameviolence **140**
- 13.13/17 The ESRB noticed this and recalled all versions of GTA SA. it changed its rating from M for mature to A for adults. #gameviolence **135**
- 14.14/17 GTA and MK would cause researchers to study to effects violent video games have on those who play it. #gameviolence **121**
- 15.15/17 A report from the APA found that games may lead to increased aggression, but not to the point of committing crimes #gameviolence **140**
- 16.16/17 Another, more recent study concluded that video games such as Doom may lead to depression and conduct disorder. #gameviolence **132**
- 17.17/17 Despite the negative criticisms video games receive for their violence, the industry continues to be successful #gameviolence **125**