Enzo Castro

So, firstly, we saw why guns should not be banned from video games or movies, because that is not the only case of violence that is there. However, we have other reasons to ban them, indeed if we take the case of the movies, the guns that are there are supposed to be demilitarized so that there are no injuries, however accidents still happen . Recently for the shooting of a western names «rust» the actor alec baldwin killed the photography director halyna hutchins and seriously hurt the director joel souza with a gun that wasn't supposed to be usable . This is not the first case in the cinema of accident with this kind of weapons, that's why they should be banned, it's dangerous even when they have to not.

Secondly, if we take the case of video games ,weapons cannot directly hurt a person, however, unlike movies where we watch actors play their roles, here, we mostly play our own character. Everyone can assimilate to him, so when a character holds a weapon, it’s like we have it. Indeed, they must know how to dissociate the games from reality, but video games being very present in our time it leads young people to be violent as in video games. For example in the United States where a bill proposed by alexandria ocasio cortez where guns should be banned from video games, as this reduces violence and mass shootings, as she said “actually, real world guns are the cause of mass shooting, but we will begin banning guns in video games as a start, and move on from there.”

To conclude, I don’t think the real problem is the guns in the video games or the movies, although some of it is. But the real problem is the ambient violence that is instilled in the youngest, and that therefore influences them to be violent, and as said earlier this is not just because of guns because there are several other factors of violence than guns.