1. What video game do you play at home? I usually play a game called Destiny but switch around time to time.
2. List occurrences or actions in the game that may be responsible for the current ERSB rating. Students can research this information if they need help. The students should identify at least **five** different occurrences.
* Animated Blood
* Violence
* No Strong Language
* No Sexual Violence
* No Gambling or Drugs

T rating: There is violence such as shooting humanoid creatures that leak animated blood and killing alien creatures. There is no strong language and there are no drugs or gambling in play.

M rating: The bleeding will show real blood and there will be strong dialogue with subjective and choice words. The ability to get into relationships with either same or different gender is now added. Some drugs will debut which give certain effects depending what class you are.

“Society believes that computer games provoke aggressive behavior in children.”

 I believe that the statement made is only partially true. It is true that sometimes that computer games provoke aggressive behavior but other games do that too. But the point is that only the weak-minded are the ones who let videogames influence them. Videogames were made to provide fun and distractions for us to pass the time while the videogame companies cash in on the dough made by selling these games. These games were in not a way to influence the people but to get them to buy it so that the Videogame industry can get their money for their work. The blame is on the parents of the weak-minded children for the rest of the people are not influenced and they don’t do bad things. That’s why their parents let them play those games. If a parent doesn’t know the limitations of their child, then it’s their fault and society should blame them for being negligent in their job as parents and not monitoring them better and knowing the child’s limits.