

Video Games & Violent Content

Digital Dilemma

Jaden isn't a "hardcore gamer" compared to many other kids he knows, but he does have a few video games that he loves. His latest favorite is Doom Battle. Jaden's parents are constantly bugging him about how much time he spends gaming, but from Jaden's perspective, he spends way less time playing than most of his friends. Plus, he finds it's a great way to unwind and relax after a long day at school. Jaden's parents tell him to "do something productive" or "at least go hang out with your friends." Yet Jaden doesn't see gaming as a waste of time, and he often plays with his friends. Lately, his parents have been threatening to put time limits on his video game playing, and Jaden feels like he's being punished when he hasn't done anything wrong.



Discussion Questions

Empathy

If you were a mediator, how would you help Jaden and his parents consider each other's points of view? What do you think would be a good compromise between Jaden and his parents?

TEACHING TIP: Try to get students thinking about what experiences, perspectives, or biases a parent might have to make them more or less willing to allow video game time; pose some possible scenarios for the class.

Communication

If you were Jaden, how would you explain your point of view to your parents? If you were Jaden's parents, how would you explain your point of view to Jaden? Why do you think it is difficult for Jaden and his parents to see eye to eye?

Gratitude

Appreciating one another can impact people's abilities to resolve conflicts. In Jaden's case, how do you think being grateful for his parents might play a role in their conversation about video game screen time?

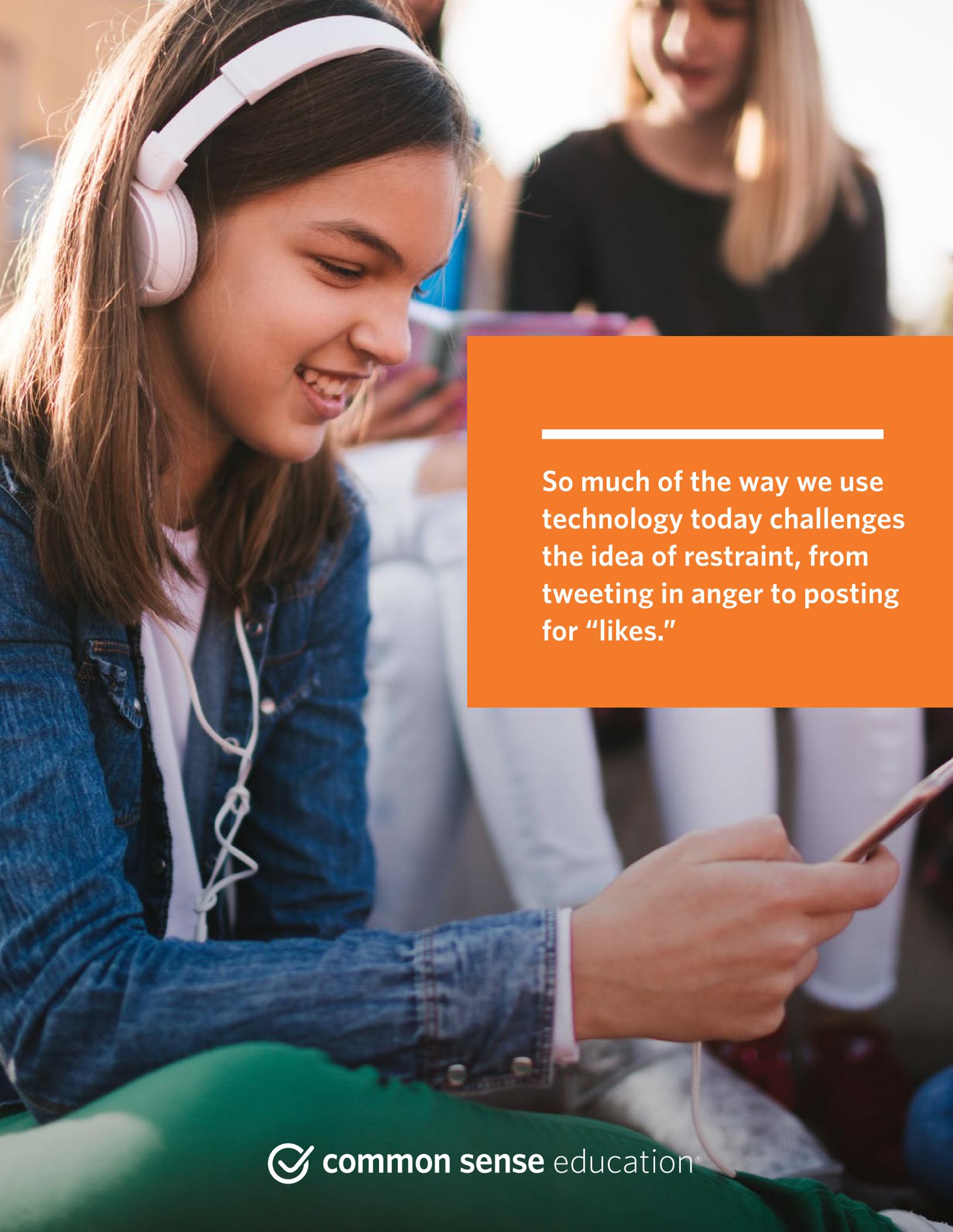
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Extension Resources

Suggested Digital Citizenship Lessons



Digital Tools



So much of the way we use technology today challenges the idea of restraint, from tweeting in anger to posting for “likes.”