

I'm not a robot



































Parents and children's advocates regularly raise concerns that violent video games can influence young players into performing those violent acts in real life, and events such as the Columbine High School massacre in 1999 in which some claimed the perpetrators specifically alluded to using video games to plot their attack, raised further fears. A 2007 study by experts in mental health professions has also shown that violent video games may lead to addictive tendencies, and the World Health Organization has since defined "gaming disorder" as a condition that causes compulsive play to the extent that it interferes with other areas of life. The American Psychological Association, have stated that the insurmountable evidence that video games lead to addictive behavior, [131] that gamers, in design, that create dopamine in their brains, that reinforce the desire to continue to play, and that compulsive, loop and potentially addictive behavior [132][133][134] Even with case law establishing that video games playing as a protected art form, there has been pressure on the video game industry to keep their products in design to avoid over-excessive violence particularly for games aimed at younger children. The potential addictive behavior of games, coupled with increased use of post-sale monetization of video games, has also raised concern among parents, advocates, and government officials about gambling tendencies that may come from video games, such as controversy around the use of loot boxes in many high-profile games. Numerous other controversies around video games and its industry have arisen over the years, among the more notable incidents include the 1993 United States Congressional hearings on violent games like Mortal Kombat which lead to the formation of the ESRB ratings system, numerous legal actions taken by attorney Jack Thompson over violent games such as Grand Theft Auto III and Manhunt from 2003 to 2007, the outrage over the "No Russian" level from Call of Duty: Modern Warfare 2 in 2009 which allowed the player to shoot a number of innocent non-player characters at an airport, and the Gamergate harassment campaign in 2014 that highlighted misogyny from a portion of the player demographic. The industry as a whole has also dealt with issues related to gender, racial, and LGBTQ+ discrimination and mischaracterization of these minority groups in video games. A further issue in the industry is related to working conditions, as development studios and publishers frequently use "crunch time", required extended working hours, in the weeks and months ahead of a game's release to assure on-time completion. The 2019 video game industry labor dispute between the PlayStation 4 and Xbox One development studios, the Electronic Arts strike, and the EA GAA strike, have raised concerns about the industry's working conditions. The early days of the industry, with some rare publications having gone for over US\$100,000 as of 2020[update]. Separately, there is also concern about the preservation of video games, as both game media and the hardware to play them degrade over time. Further, many of the game developers and publishers from the first decades no longer exist, so records of their games have disappeared. Archivists and preservations have worked within the scope of copyright law to save these games as part of the cultural history of the industry. There are many video game museums around the world, including the National Videogame Museum in Frisco, Texas,[135] which serves as the largest museum wholly dedicated to the display and preservation of the industry's most important artifacts.[136] Europe hosts video game museums such as the Computer Games Museum in Berlin[137] and the Museum of Soviet Arcade Machines in Moscow and Saint-Petersburg.[138][139] The Museum of Art and Digital Entertainment in Oakland, California is a dedicated video game museum focusing on playable exhibits of console and computer games.[140] The Video Game Museum of Rome is also dedicated to preserving video games and their history.[141] The International Center for the History of Electronic Games at the Strong in Rochester, New York contains one of the largest collections of electronic games and game-related historical materials in the world, including a 5,000-square-foot (460 m2) exhibit which allows guests to play their way through the history of video games.[142][143][144] The Smithsonian Institution in Washington, DC has three video games on permanent display: Pac-Man, Dragon's Lair, and Pong.[145] The Museum of Modern Art has added a total of 20 video games and one video game console to its permanent Architecture and Design Collection since 2012.[146][147] In 2012, the Smithsonian American Art Museum ran an exhibition on "The Art of Video Games" [148] However, the reviews of the exhibit were mixed, including questioning whether video games belong in an art museum. The National Video Game Museum in Frisco, Texas, has a permanent exhibit on the history of video games. 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