

THE LAW AND CONTROL OF VIOLENT VIDEO GAMES IN MALAYSIA

By

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Submitted in Partial Fulfillment of the Requirements
for the Bachelor of Legal Studies (Hons.)

**Universiti Teknologi Mara
Faculty of Law**

October 2009

“The students/authors confirmed that the work submitted is their own and that appropriate credit has been given where reference has been made to the work of others.”

ABSTRACT

Video game invention had caused concern due to the violent acts and sensitive issues that are contain in the video game. This has been proven by recent studies that showed the link between video games and violent acts. This is because exposure to violent games had causes a lot of negative effects through player's emotions, thoughts and increases aggressive emotions.

Thus, this research is done for the purpose of examining the approach taken by foreign countries in controlling violent video games. In the foreign countries, a specific organizations was established that was responsible to take control the distributions of violent video game.

This is in contrast in Malaysia approach when there is no specific law or organization to control the distribution of the violent video game. Thus, in this research various types of methods are use to collect the information that include qualitative type of research, library based research and also retrieving information via internet in order to ascertain measures needed to apply in Malaysia.

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CHAPTER ONE

INTRODUCTION TO THE RESEARCH

1.0 Introduction

Since the advent of technology, each day the news media describes incidents of brutality and cruelty. Books, motion pictures and television have all been accused of influencing the current height of societal violence. Nevertheless, a new form of entertainment, the video game is raising even stronger concerns about the effect of media violence on children and developing adolescents since there is insufficient mode of controlling the expansion of the video game.¹

The development of video game can be seen based in the recent study that showed, approximately 83% of young people in the United States have video game consoles in their homes, with about 52% of eight- to eighteen-year-olds spending an average of forty-nine minutes daily playing video games.²

The term “video game” is used to define any interactive multimedia in which the human game player has control over the main character in a simulated game world. The human game player can include all types of video games such as home consoles (like Sony’s PlayStation), hand-held consoles (like Nintendo’s Gameboy) and personal computers (like Doom Series).³

Console games are referred to as *video games* that are played through a device specially made for game play called a video game console. The player interacts with the game through a controller, a hand-held device with buttons and joysticks

1. Thomas AK, “ Rochester Institute of Technology, Effects of Video Games on Aggressive Thoughts and Behaviors During Development” 100 Dickinson Law Review: Graphic Violence in Computer and Video Games at page 181

² Smith B, “The Fight Over Video Game Violence: Recent Developments In Politics” (2006) Law and Psychology Review

³ Ibid.