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Nota di bibliografia	Includes bibliographical references (pages [233]-251) and index.
Nota di contenuto	Introduction -- It's worse than it looks : the case against the media -- Guns, drugs, and denial : common excuses for the virus of violence -- The human brain on violence : how violent video games warp the mind -- The gangbanger's trainer : how video games train kids to kill -- Fiction or reality? : true crimes and the games that may be linked to them -- Failed attempts at change -- Calling on community -- The solution -- What you can do today -- Conclusion -- Appendix -- Coauthor's note / Kristine Paulsen -- Editor's note / Katie Miserany -- Notes -- Index.
Sommario/riassunto	The author of the landmark work On Killing reveals how violent video games have ushered in a new era of mass homicide--and what we must do about it. Paducah, Kentucky, 1997: a 14-year-old boy shoots eight students in a prayer circle at his school. Littleton, Colorado, 1999: two high school seniors kill a teacher, twelve other students, and then themselves. Utoya, Norway, 2011: a political extremist shoots and kills sixty-nine participants in a youth summer camp. Newtown,

Connecticut, 2012: a troubled 20-year-old man kills 20 children and six adults at the elementary school he once attended. What links these and other horrific acts of mass murder? A young person's obsession with video games that teach how to kill. Lt. Col. Dave Grossman, who in his perennial bestseller *On Killing* revealed that most of us are not "natural born killers"--and who has spent decades training soldiers, police, and others who keep us secure to overcome the intrinsic human resistance to harming others and to use firearms responsibly when necessary--turns a laser focus on the threat posed to our society by violent video games. Drawing on crime statistics, cutting-edge social research, and scientific studies of the teenage brain, Col. Grossman shows how video games that depict antisocial, misanthropic, and casually savage behavior can warp the mind--with potentially deadly results. This book will kickstart a new national conversation about video games and the epidemic of mass murders that they have unleashed.--Adapted from dust jacket.
