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VIDEO GAMES AND LEGAL SYSTEM – CRIMINOLOGICAL AND CRIMINAL LAW ASPECTS OF VIOLENCE IN VIDEO GAMES

Summary: Video games represent one of the modern, inevitable forms of everyday life, with all its positive and negative aspects. There are various motifs of playing video games, starting with entertainment, education, socializing with other players, etc. Video games have dealt with many themes based on real life for long time now, but there are video games that base their stories on absolute fiction. Whatever the the type of game is, the games are most often dominated by elements of violence, which is also shown in the work through individual statistical data. For decades, the question is whether the real-life violence is caused by virtual violence, which is especially discussed when after some kind of violence was committed and then the person who committed the violence is pointing a finger directly on some of the video games in which he practiced that act of violence or similar one. In this paper, certain aspects, conclusions and attitudes that confirm and contradict the hypotheses of these investigations are concisely considered and presented in order to find the causal link. Then, in addition to the aforementioned, the significance of PEGI categorization guidance is shown, which does not however represent a required segment of the description of video games, while a special part of the work is dedicated to the fact that the World Health Organization decided to add „gaming disorder” to its list of mental health conditions. At the end of this research the basic views of the author on how violence in video games can be regulated in a legal way, but with the emphasis on the complexity of this topic, especially if one has in mind that there is no single position or definitive, which concerns the question of whether the virtual violence can provoke or encourage real-life violence.

Key words: video games, legal order, criminal law, misdemeanor law, violent behavior, ICD-11

Initial consideration

The reasons for playing video games are numerous. Most often it is about entertaining gaming, i.e. about playing in order to „kill and spend” some free time.

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There are also cases where the person goes inside the virtual world in order to escape the everyday problems and various contemporary stress situations. Depending on the type of game, games can also be of educational character, and not necessarily to be infused with various forms of violent or deviant behavior.

Video games have been for decades a very large and significant industry, with large budgets for story-line teams and programmers who encode sometimes very complex software algorithms.

Keeping in mind mentioned as an important factor, but also keeping in mind that based on statistics from January 2018 stemming from a study conducted in six countries, on average individual is playing video games on a weekly basis for almost 6 hours (Figure 1) is clear reason why this topic has been increasingly explored and considered for many years now.

The survey was conducted on a sample of 500 respondents per country, representing 3000 respondents. During the survey, only one question was asked: „How many hours each week do you spend playing video games?”

Statistic that were shown on *Figure 1* illustrates the average weekly hours spent playing video games in selected countries during January 2018. Based on data analysis it was discovered, that among studied countries, U.S. gamers spent the largest number of hours weekly playing video games with average of 7.15 hours, while South Korean's spent and average of 4.42 hours per week on this activity.

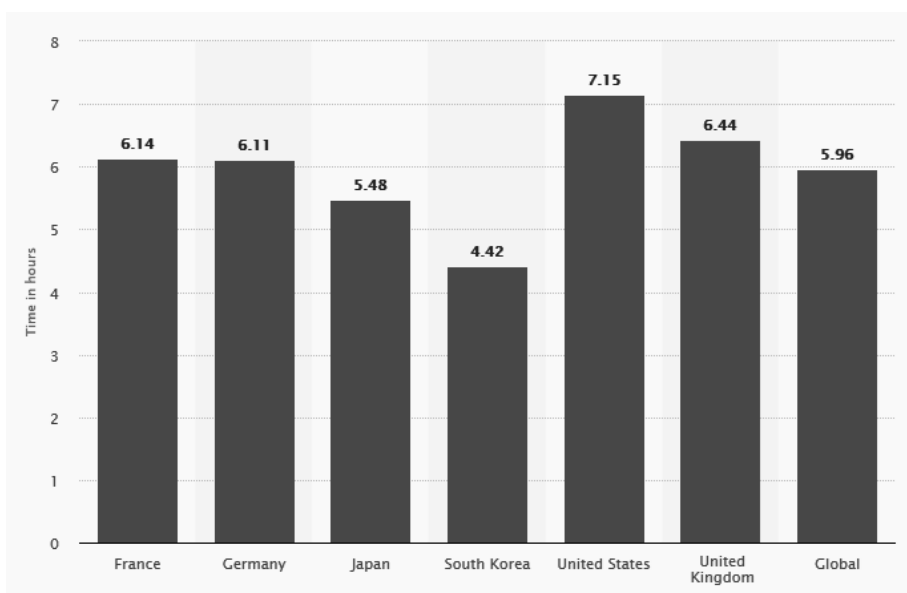


Figure 1 – Average weekly hours spent playing video games in selected countries worldwide as of January 2018 - Data: Statista - The Statistics Portal¹

¹ Statista - The Statistics Portal - Average weekly hours spent playing video games in selected countries worldwide as of January 2018, www.statista.com/statistics/273829/average-game-hours-per-day-of-video-gamers-in-selected-countries/

Many studies conducted in 2000, which were prompted by the same research in the late 1980s, led to the conclusion that viewing of violent TV content increases aggressive behavior.² From this comes the logical question of whether video games with elements of violence also have the effect of instigating violent behavior, especially if more active participation in virtual violence through video games is taken into account³, especially if the time period is spent on a daily basis playing video games.

Additional studies show that violence that exists in games as much as 78% in real life would result in a death outcome.⁴

Certain aspects of the issue of violence in video games and legislative issues

Creating addiction on video games is conditionally said one of the segments of this issue, because it is this addiction that leads to repeated or continuous playing, for example, playing the same games that has segments of violence.

Creating addiction can be viewed from multiple angles. Some players create addiction on the basis of „liking” the game's themes, which is supported by achieving certain goals and advancements that players need to accomplish inside the game. In online games, that addiction can be created in addition to the before mentioned, through interaction with other players, as online gaming has a greater degree of interaction, and players have the ability to develop their own relationship.

In contrast to watching violent TV content where the viewer is a passive actor, in video games, the player is an active player and he decides how to behave, which further stimulates decision-making, especially since in this way the player has the „power of decision” and that can also affects the addiction, but also on possible violent behavior. More precisely, this is not about power in the literal sense, but it is an illusion of power because the programmer is the one who created the software by which the player will still play this video game.

² Ana Jeftić i Milomirka Savić, *Povezanost igranja nasilnih video-igrice i vršnjačkog nasilja kod adolescenata u Srbiji*, Psihološka istraživanja, Vol. XVI/2013, str. 192, a upućivanje na istraživanja Bandura, A., Ross, D., & Ross, S. A. (1963). Imitation of film-mediated aggressive models. *Journal of abnormal and social psychology*, 66(1), 3–11; Murray, J. P. (2008). Media Violence The Effects Are Both Real and Strong. *American Behavioral Scientist*, 51(8), 1212–1230; Bushman, B. J. & Huesmann, L. R. (2001). Effects of televised violence on aggression. In D. Singer & J. Singer (Eds.), *Handbook of children and the media*, Thousand Oaks, CA: Sage, 223–254.

³ Ana Jeftić i Milomirka Savić, *Povezanost igranja nasilnih video-igrice i vršnjačkog nasilja kod adolescenata u Srbiji*, op.cit., upućivanje na istraživanja Anderson, C. A. & Dill, K. E. *Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life*, *Journal of Personality and Social Psychology*, 78, 2000, pp. 772–790. Gentile, D. A., Craig, Anderson, C. A. *Violent Video Games: The Newest Media Violence Hazard*. U: Gentile, D. A. (ur.) *Media Violence and children*, 2003, pp 131–152.

⁴ For more see: Smith, S., Lachlan K., & Tamborini R. *Popular video games: Quantifying the Presentation of Violence and it's Context*, *Journal of Broadcasting & Electronic Media*, Vol. 47, 2003, pp. 58–76.

Playing violent video games does not necessarily mean that players will be violent in real life, but there is no doubt that there is a justifiable fear that young players, children in development, playing violent games can develop the perception that violence can solve things in the real world as well as in virtual. Of course this is not a rule especially when you take into account the significant influence of the family, environment and other things have on children.

On the other hand, when playing games with violent behavior, players can put themselves in situations where they may never find themselves in real life, which can to a certain extent be considered as an „educational” aspect.

The hallmark of the time we live in is aggressive, starting with TV content through available internet content to video games, and hence violent video games do not represent a unique case or the only potential cause of violent behavior.

Although it is understandable, it has been indicated that video games were created by people with a predefined theme. In this regard, there are a lot of games with violent content that are banned in some parts of the world. Australia is on top when it comes to the number of banned video games.⁵ Some of the reasons for banning games are related to the games contain detailed instruction or promotion in matters of crime or violence, depiction of rape, the promotion or provision of instruction in pedophile activity, descriptions or depictions of child sexual abuse or any other exploitative or offensive descriptions or depictions involving a person who is, or appears to be, a child under 18 years...

The aim of this research is not to indicate in detail which those violent video games are, so it will not be mentioned further, but it will be mentioned why several games, based on their description, why are they are banned in many countries precisely because of the elements of extreme violence. An example can be a game called *Hatred* which is a violent twin-stick shooter, in which you take the role of The Antagonist fighting against all of humanity, with significant elements of genocidal behavior.⁶ Then, the game called RapeLay, which is also banned in many countries, because the game theme refers to a male character who sexually assaults women.⁷

For more than a decade, there are significant civic initiatives in America to allow the elimination or censoring of video games with elements of violence. One of these major initiatives was carried out during Barack Obama's mandate, resulting in the Congress's large financial investment in additional research into the consequences of violent games. Some of the arguments for initiating this initiative were because of Adam Lanza who killed 27 people at the end of 2012, while being „obsessed” with the violent games, as stated in one of the announcements. It's similar

⁵ List of banned video games in Australia, https://ipfs.io/ipfs/QmXoyvizjW3WknFiJnKLwHCnL72vedxjQkDDP1mXWo6uco/wiki/List_of_banned_video_games_in_Australia.html 03.03.2019.

⁶ The Guardian: Hatred shooter removed from Steam gaming site: www.theguardian.com/technology/2014/dec/16/hatred-shooter-removed-from-steam-gaming-site 03.03.2019.

⁷ The Economic Times: RapeLay banned for sexual content, <https://economictimes.indiatimes.com/magazines/panache/rapelay-banned-for-sexual-content-manhunt-for-gore-pokmon-go-could-be-next/articleshow/53516123.cms?from=mdr> 03.03.2019.

with Anders Breivik, who told the court that he had practiced his act in Call of Duty video game.⁸

The same initiative attempt was made during the early years of Donald Trampe's mandate at a meeting attended by representatives of the video game industry and the organization of parental control of the media.⁹

The US Supreme Court responded to these initiatives are not in accordance with the US Constitution. In the legislative sense observed since 2000, seven states and two local governments have enacted laws that attempted to restrict minors from playing and purchasing violent video games. In all cases, Federal courts applying established First Amendment law have enjoined the laws. As one of the consequences of this, is that Entertainment Merchants Association opposes the enactment of laws restricting minors' access to video games based on the depictions of violence in them because they were committed to protecting the First Amendment rights of retailers and their customers.¹⁰

One of the most important court judgments according to many sources, is the decision by Supreme Court of USA, in which Supreme Court has held that games qualify as protected free speech, which is directly pointed at California's 2005 law banning the sale of violent video games to minors without parental consent is unconstitutional.¹¹

Although this suggests that there is a justifiable fear that the violent video games may have negative consequences for the juveniles in the real world, i.e. to provoke violent behavior, in recent years more and more studies have been done that deal with these issues, which in their conclusions do not confirm that there is link between violent games and socially relevant outcomes.¹²

The impression is that this issue is still in the gray zone and that the data from those studies is used on a need basis and by various different groups.

When you specifically observe the legislation part, in America and Europe, it can be seen primarily that the focus of ban is exclusively on age groups to which certain content of the games can be sold. It should be aware that these restrictions can not be fully implemented because video games can be purchased online. Eventhough the seller is asking a buyer about his age, it is still a formal requirement of fulfilling a legal obligation, not a classic restriction because there is no possibility of checking the data.

⁸ White House press release, Видео игре (не) изазивају насиље?, https://www.b92.net/tehnopolis/aktuelno.php?yyyy=2013&mm=01&nav_id=678273, 04.03.2019.

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¹⁰ Entertainment Merchants Association, Regulation of Violent Video Games and DVDs, http://www.entmerch.org/government-affairs/ema-position-statements/regulation-of-violent-video.html#.XJo_QKR7m9I, 04.03.2019.

¹¹ Supreme Court of USA, Supreme Court says video games are protected free speech, <https://www.theverge.com/2011/6/27/2515183/supreme-court-video-games-protected-free-speech-analysis>, 04.03.2019.

¹² Christopher Ferguson, *Violent Video Games, Sexist Video Games, and the Law: Why Can't We Find Effects?*, Annual Review of Law and Social Science, Volume 14, 2018, pp 412.

Pan-European Game Information (PEGI)

Pan-European Game Information (PEGI) represents a grouping of fun content based on the content of the video game. The point is to predict the minimum age recommendation based on the content they have.

It is necessary to point out that this is not a legal form of definition, but it has already been done on an optional content, which, however, is respected by the world's largest distributors of games.

Most games are suitable for players of all ages, but there are games only suitable for older children and young teenagers. Also some contain content is only appropriate for an adult audience.¹³

PEGI has more labels by which it groups video games into categories. The PEGI age labels are:¹⁴

PEGI 3 - The content of games is considered suitable for all age groups. The game should not contain any sounds or pictures that are likely to frighten young children. A very mild form of violence (in a comical context or a childlike setting) is acceptable. No bad language should be heard.

PEGI 7 - Game content with scenes or sounds that can possibly frightening to younger children should fall in this category. Very mild forms of violence (implied, non-detailed, or non-realistic violence).

PEGI 12 - Video games that show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards human-like characters would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild. Gambling as it is normally carried out in real life in casinos or gambling halls can also be present (e.g. card games that in real life would be played for money).

PEGI 16 - This rating is applied once the depiction of violence (or sexual activity) reaches a stage that looks the same as would be expected in real life. The use of bad language in games can be more extreme, while games of chance, and the use of tobacco, alcohol or illegal drugs can also be present.

PEGI 18 - The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence, apparently motiveless killing, or violence towards defenceless characters. The glamorisation of the use of illegal drugs and explicit sexual activity should also fall into this age category.

In addition to the listed categories grouped by age, PEGI also has a grouping by content.

The PEGI content descriptors:¹⁵

Violence - In games rated PEGI 7 this can only be non-realistic or non-detailed violence. Games rated PEGI 12 can include violence in a fantasy environ-

¹³ Pan-European Game Information, <https://pegi.info/page/pegi-age-ratings>, 04.03.2019.

¹⁴ *Ibid.*

¹⁵ *Ibid.*

mentor non-realistic violence towards human-like characters, whereas games rated PEGI 16 or 18 have increasingly more realistic-looking violence.

Bad language - This descriptor can be found on games with a PEGI 12 (mild swearing), PEGI 16 (e.g. sexual expletives or blasphemy) or PEGI 18 rating (e.g. sexual expletives or blasphemy).

Fear - This descriptor may appear on games with a PEGI 7 if it contains pictures or sounds that may be frightening or scary to young children, or on PEGI 12 games with horrific sounds or horror effects (but without any violent content).

Gambling - The game contains elements that encourage or teach gambling. These simulations of gambling refer to games of chance that are normally carried out in casinos or gambling halls. Games with this sort of content are PEGI 12, PEGI 16 or PEGI 18.

Sex - This content descriptor can accompany a PEGI 12 rating if the game includes sexual posturing or innuendo, a PEGI 16 rating if there is erotic nudity or sexual intercourse without visible genitals or a PEGI 18 rating if there is explicit sexual activity in the game. Depictions of nudity in a non-sexual content do not require a specific age rating, and this descriptor would not be necessary.

Drugs - The game refers to or depicts the use of illegal drugs, alcohol or tobacco. Games with this content descriptor are always PEGI 16 or PEGI 18.

Discrimination - The game contains depictions of ethnic, religious, nationalistic or other stereotypes likely to encourage hatred. This content is always restricted to a PEGI 18 rating (and likely to infringe national criminal laws).

We think that is important to point out the the following statistics.

Age Class	2017	%	Since 2003	%
3	441	22,3%	11531	39,6%
7	455	23%	4877	16,7%
12	535	27%	6701	23%
16	362	18,3%	3886	13,3%
18	185	9,4%	2148	7,4%
Total	1978	100%	29143	100%

Table 1 - Number of products rated, by age category until end of 2017.¹⁶

According to the latest available data shown in *Table 1*, which are processed by PEGI, the percentage of video games grouped according to the PEGI age system can be seen.

¹⁶ Pan-European Game Information Statistics, <https://pegi.info/page/statistics-about-pegι>, 04.03.2019.

Platform	3	7	12	16	18	Total
Violence		430	417	301	185	1333
Bad Language			232	115	125	472
Fear/Horror		96	37			133
Sex			72	24	9	105
Drugs/Alcohol				34	9	43
Gambling			8	2	3	13
Discrimination					0	0

Table 2 - *Number of products per content descriptor*¹⁷

In Table 2, data on grouping of video games for the same period according to their contents are displayed. You can clearly see that games with elements of violence dominate absolutely.

The World Health Organization and International Classification of Diseases

The World Health Organization (WHO) decided to add „gaming disorder” to its list of mental health conditions. WHO is stating that gaming behavior could qualify as problematic if it interferes significantly in other areas of people's lives. Although some types of games offer benefits, including the potential to improve people's ability to pay attention and process visual information, the decision was made on the basis of their conducted research, based on which it was concluded that there are links between playing video games and violent behavior.¹⁸

The World Health Organization in June 2018. released its new International Classification of Diseases (ICD-11). The ICD is the foundation for identifying health trends and statistics worldwide, and contains around 55 000 unique codes for injuries, diseases and causes of death. It provides a common language that allows health professionals to share health information across the globe. ICD-11 will be presented at the World Health Assembly in May 2019 for adoption by Member States, and will come into effect on 1 January 2022. This release is an advance preview that will allow countries to plan how to use the new version, prepare translations, and train health professionals all over the country.¹⁹

The World Health Organization gaming disorder to its globally recognized compendium of medical conditions and diagnoses despite the objections of the video

¹⁷ *Ibid.*

¹⁸ Kevin Loria, *How playing video games affects your body and brain*, Business insider, www.businessinsider.com/video-games-and-violence-2018-3, 05.03.2019.

¹⁹ World Health Organization, WHO releases new International Classification of Diseases (ICD 11), [www.who.int/news-room/detail/18-06-2018-who-releases-new-international-classification-of-diseases-\(icd-11\)](http://www.who.int/news-room/detail/18-06-2018-who-releases-new-international-classification-of-diseases-(icd-11)), 05.03.2019.

game industry and many researchers who have studied the issue, and believe the scientific evidence for the classification is weak at best. Gaming disorder is listed under „disorders due to addictive behaviors”.²⁰

ICD-11 defines gaming disorder: „Gaming disorder is characterized by a pattern of persistent or recurrent gaming behavior (‘digital gaming’ or ‘video-gaming’), which may be online (i.e., over the internet) or offline, manifested by:

- 1) impaired control over gaming (e.g., onset, frequency, intensity, duration, termination, context);
- 2) increasing priority given to gaming to the extent that gaming takes precedence over other life interests and daily activities; and
- 3) continuation or escalation of gaming despite the occurrence of negative consequences.

The behavior pattern is of sufficient severity to result in significant impairment in personal, family, social, educational, occupational or other important areas of functioning. The pattern of gaming behavior may be continuous or episodic and recurrent. The gaming behavior and other features are normally evident over a period of at least 12 months in order for a diagnosis to be assigned, although the required duration may be shortened if all diagnostic requirements are met and symptoms are severe”.²¹

There are many views that disapprove this decision by WHO, especially pointing out that there is insufficient evidence to support the need for a gaming disorder.²²

In theory, we can see the stance that indicate that countries such as China and South Korea had considered gaming addiction a scourge for years, and had worked to address the issue through laws and other means, and that they still work on it.²³

At the end of this part of the paper, we will also point out that based on the data from the end of 2018, and on the basis of 24 studies which were conducted between 2000 and 2017 across the U.S., Canada, Germany, and Japan. They included a total of 17,000 students between the ages of 9 and 19 years. The researchers analyzed the results of all of those studies to determine whether there is a link between violent video games and physical aggression. Based on their findings it is clear that violent video game play is associated with subsequent increases in physical aggression. The same source indicates that video games have become more realistic and have a variety of violent elements.²⁴

²⁰ Sarkar Samit, ‘Gaming disorder’ classified as a mental health condition, but is the move premature?, www.polygon.com/2018/6/19/17475632/video-game-addiction-gaming-disorder-who-icd-11, 05.03.2019.

²¹ *Ibid.*

²² *Ibid.*

²³ Brandy Berthelson, *Game Industry Experts Weigh In on WHO's Gaming Disorder Classification*, SuperParent, <https://superparent.com/article/182/game-industry-experts-weigh-in-on-whos-gaming-disorder-classification>, 05.03.2019.

²⁴ Don Reisinger, New study claims to find link between violent video games and adolescent aggression, Fortune, <http://fortune.com/2018/10/02/violent-video-games-study/>, 05.03.2019.

The legislative framework in Serbia and the question of violence in video games

In the Republic of Serbia there is a lack of legislative regulation when it comes to this area, but given that this issue can be viewed from several angles, we will point out some specifics.

In the opinion of the author, one of the ways in which this issue can be regulated is to accept PEGI categorization (we remind that it is on a voluntary basis or some other similar ways used in the USA) and that it prohibits the sale of video games to persons which are less than the age of the indicated categorization.

This opinion, which is very subject to detailed analysis, is based on the principle of the application of Article 24 of the Consumer Protection Law, which foresees the prohibition of selling, servicing and giving alcoholic beverages, including beer and tobacco products and pyrotechnics, to persons under the age of 18. In the case of a suspicion that the consumer is a person under the age of 18, the trader is not obliged to sell or serve alcoholic beverages, beer or tobacco products or pyrotechnic articles until the consumer provides the trader with an insight into a valid identity card, passport or driver's license. The penal fine provided for this offence is from 300,000 to 2,000,000.00 dinars (Article 160). We do not suggest the same penal policy to be implemented, but we just wanted to show mentioned as a model.

If the legislator had included a new act in the mentioned Code, it would be necessary to determine how the content of video games could be sold to persons under the age of 18 years. Will we form a new body (commission) that will determine the content of video games or our legislative policy will be based on PEGI categorization. Also, the further issue is that in this way the legal issue would be solved solely for minors (assuming there is a need for this by the WHO or in the course of the conducted studies, etc.).

Essentially, any form of violence, is regulated by the criminal policy of criminal or misdemeanor law. If the violent behavior was prompted by virtual violence, this should in no way constitute an aggravating or mitigating circumstance for the already existing crime of murder, rape, serious theft, robbery, involvement in a fight, or any other violent behavior.

Significant shift could be in the specific prohibition of certain video games if on a global or European level, undoubtedly turns out to be definitely an initiator of violence in real life, of course this is the assumption that it is a foreign publisher and developer. Since this area has not been regulated in domestic legislation, there is ample room to regulate this area at least by substantive law, which should be specifically considered.

Final considerations

This research was aimed to primarily observe modern and latest available aspects that create relation between violence in video games and real violence and their legislative regulation.

We have concisely shown some conclusions of the studies that confirm and challenge the hypothesis of the study to find the causal link.

Given that the video game industry is very powerful and widespread, it can not be expected to significantly reduce or fully stop producing video games with segments of violence, especially when taking into account their demand from players.

Having in mind that currently there are more than half a billion people worldwide playing computer and videogames at least an hour a day (183 million in the U.S. alone). And that 99% of boys under 18 and 94% of girls under 18 report playing videogames regularly. The average young person racks up 10,000 hours of gaming by the age of 21 or 24 hours less than they spend in a classroom for all of middle and high school if they have perfect attendance. 5 million gamers in the U.S., in fact, are spending more than 40 hours a week playing games, and that is equivalent of a full time job.²⁵

If mentioned has become a form of modern life, then we should approach this topic in such way.

Although the WHO has been included in its list gambling disorder, many more studies will be conducted to determine does virtual violence encourage violence in the real world. We will remind that similar discussions took place in the 1980s regarding the television program, which today has more elements of violence than back then.

In the legislative sense, this issue is not regulated in domestic legislation, while in some parts of the world it is, but it exclusively refers to the sale of video games of certain content to persons under the age of 18, possibly prohibiting the distribution and sale of certain video games.

In this paper we have gave a suggestion on how to begin considering the legislative regulation of this area, if, based on reliable studies concerning violence in video games, it turns out that it is necessary to regulate this area.

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ВИДЕО ИГРЕ И ПРАВНИ ПОРЕДАК – КРИМИНОЛОШКИ И КРИВИЧНО ПРАВНИ АСПЕКТ НАСИЉА У ВИДЕО ИГРАМА

Сажетак: Видео игре представљају један од савремених неизоставних облика свакодневнице, са свим својим позитивним и негативним аспектима. Разни су мотиви играња видео игара, почевши од разоноде, едукације, дружења са осталим играчима и сл. У видео играма се одавно обрађују многе тематике из реалног живота, али постоје и оне које своје приче заснивају на апсолутној фикцији. Било о којој врсти игара да је реч, најчешће доминирају елементи насиља, што је и приказано у раду кроз поједине статистичке податке. Већ више деценија разматра се питање да ли виртуелно насиље проузрокује и насиље у реалном животу, што се посебно разматра када се након неког насиља то лице позове управо на неку од видео игара у којој је вежбао свој акт или сл. У раду су концизно размотрени и приказани поједини аспекти, закључци и ставови који потврђују и оспоравају хипотезе тих истраживања да се може пронаћи узрочно последична веза. Затим поред поменутог приказан је значај ПЕГИ категоризације која ипак не представља обавезан сегмент описа видео игара, док је посебан део рада посвећен и указивању на чињеницу да је Светска здравствена организација је одлучила да дода „поремећај играња” у своју листу менталних стања и болести. На крају овог истраживања изнети су базични ставови аутора на који начин би се могло законодавно уредити ово питање, али са указивањем комплексности ове тематике, посебно ако се има на уму да не постоји јединствен став, нити дефинитиван, а који се односи на питање да ли виртуелно насиље може да изазива или подстиче реално насиље.

Кључне речи: видео игре, правни поредак, кривично право, прекршајно право, насилничко понашање, ICD-11