**My POVs**

*Did the video game influence his motive for murder?*

While it may be unfair to put the blame totally on the game itself, it does play a part in the murder somehow. Some people are addicted to certain things. And an addiction has the potential to evolve into something fatal. When a guy like Leblanc is exposed to a brutal game like that on a regular basis, there would be a tendency for him to feel that it is “normal” after a period of exposure to the game.

As quoted from the news source ( ref. <http://www.dailymail.co.uk/news/article-316491/Teenager-gets-life-Manhunt-murder.html>) , Leblanc was equipped with a Claw hammer and a knife. The fact that he actually intended to stun his victim using a hammer shows that he has a considerable amount of knowledge in engaging an attack. Most, if not all ordinary citizens probably would have never thought of specially preparing a hammer for an assault, needless to say, a teenager.

Also, he has been “killing” many people during the course of his game. That might have subconsciously got him to stab the 14 year old kid over and over again, even if he only did it out of fear. Imagine when fear sets in, your body starts to naturally turn defensive. Like in Martial arts, constant trainings will default the muscle memory to react instantly within nanoseconds to any form of incoming attacks. In this case, Leblanc’s Martial Art was “Manhunt”. And the brain probably rewinds back to the most familiar scene, picking up an effective move to “counter attack” his fear.

The assault might not be deliberate. But the game serves as a subconscious medium and mechanism that takes control of all his body actions.

*Does medium such as video games influence society?*

I suppose it generally doesn’t affect the more matured players. The fact that we have ratings for certain games pretty much sums up my statement. The ratings serve as a guideline of a person’s maturity level and whether if it is ready to be exposed to a certain media text. Games are forms of entertainment. And as much as many adults love the idea of indulging in fantasies in games, most are realistic enough to understand that it only gets as far as that – whatever comes from the gaming device, stays in the gaming device.

It’s the younger kids that have a higher tendency to be influenced by such mediums. They often do not think of the consequences of their actions and that is very dangerous. When a person’s conscience is not working, they are bound to perform undesirable acts.

Also, research has shown that video game addicts are likely to become more violent ( ref. <http://news.softpedia.com/news/The-Effects-of-Video-Game-Violence-on-Physiological-Desensitization-to-Real-Life-Violence-31273.shtml> ).

I think, it does affect the society. As the saying goes, “*Too much of anything is bad*”. Negative influences or traits are what arise from over frequent gaming. And I find it very amusing when there are people who are arguing that it’s nothing more than a coincident when a certain act resembles a contain of a violent gaming software. There are other games like “Auto Grand Theft” that caused a number of people to imitate arson etc. One or two may be coincidence, but a few isn’t. A critic may argue that he is definitely not influenced by a game. But that might be totally the opposite for another person, whose level of maturity is low and are not able to understand their actions and how they may affect other people. We have games that teach people how to steal, to kill. It wouldn’t be surprising if some people actually use these games as their teaching tool. There is always a possibility.