

No, Video Games Are Not a Factor in Mass Shootings

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Rather than acknowledge the political motivations of the El Paso shooter or the line of radicalization that led him toward reactionary white supremacy, a number of politicians are [returning](#) to a popular scapegoat: video games. [Texas Lt. Governor Dan Patrick](#), [House Minority Leader Kevin McCarthy](#), and [President Donald Trump](#) all cited violent video games as a factor in these shootings and other acts of violence in the US.

These complaints are a decades-old distraction and continue to be unsubstantiated. There is no significant evidence that video games are a contributing factor to mass shootings.

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A 2017 study from [Frontiers in Psychology](#) found no evidence that violent video games, even when played to excess, desensitize players to actual violence. Another paper published in [Perspectives on Psychological Science](#) this year found that violent video games increase aggressiveness, but only to a very small extent.