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It's not about the video games

Until a few days ago my head was in the virtual sand about the proliferation of gaming (video games) and their impact on society.

Suddenly my eyes were propped wide open by the death of Toronto cabbie Tahir Khan at the hands of two 18-year-old university students.

They were racing each other in high-end sports cars and one of them T-boned Mr. Khan's car. On the seat lay the video game, Need for Speed.

Once again society is in an uproar. Could the lines of reality have been skewed due to these elaborate games?

We need to find someone or something to blame.

"Game Daily Biz reports that there is new anti-video game legislation brewing in both Iowa and Utah ... essentially classifying violent games as porn. Under the existing Utah statute the distribution or showing of pornography and explicit nudity to minors is a felony, putting playing violent games in the same category as porn or smoking cigarettes."

How could we allow this to happen?

Certainly we are civilized. I rewind to a few years ago when I was a kid and remember playing Pac-Man for hours on end. Guess what?

It didn't lead to eating binges. I still managed to go outside and play and interact with others.

Remember Columbine?

Games were blamed there as well. It couldn't have been partly due to inattentive parenting and the fact that the popular kids had ostracized the shooters, deeming them as outcasts?

What did they think a kid was going to do after being bullied for 10 years and being called names every day?

Just about shoot someone.

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While we are laying blame: Dancing sometimes leads to sex, so why don't we ban dancing?

"Footloose, footloose......."

Wait - if we ban music first, we won't have anything to dance to.

Food is the culprit when it comes to obesity. Why don't we make heavier forks?

Actually why don't we just build bubbles around ourselves and avoid all contact with the world and its harsh realities; because it is not a solution.

Radical suggestion:

Be active in our kids' lives. Teach morals and values and help them develop a sense of right and wrong. Stress the importance of balance. Make them go outside and play. And, most importantly, teach them to treat others with kindness.

Understand that inevitably some kids and adults are going to screw up, even the good ones.

Accept it.

My heart goes out to Mr. Khan's family. It really is a senseless loss of life. I just feel that blaming a game is taking the easy way out.

One last thing: I'm confused, if video games are the new porn: What is porn?

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