

VIDEO GAMES AS A MEAN OF FOSTERING OF THE INTERACTIVE RELATIONSHIP BETWEEN PEDOPHILES AND CHILDREN

Summary: Video games are the most rapidly growing and evolving product of the entertainment industry, and as such, became of the favorite pastimes. Various researches point that video games are not just entertainment for children for a while now and that the average age of a gamer is nearly 40 years old. The industry follows that trend, so the majority of gaming platforms and systems are created for adults. Nonetheless, with the saturation of the market we have the situation that there is a video game for everyone, and with the development of broadband Internet multiplayer online gaming became an indivisible component of video games, in such measure that some of the most popular video games are multiplayer-only. In online gaming, you make contact with other players so the door of possibility for potential misuse is open. Although the mentioned gaming services have age restrictions, most often set at 13 years of age, there is a possibility of giving a false statement and reaching those services, and additionally, there are popular games where the age limit is very low. The danger of misuse and even criminal behavior is increased by psychological mechanisms that appear during playing video games in teams, and one can get an impression of knowing and trusting somebody more than it is true. Still, the communication channels in video games are not the most suitable form of communication between pedophiles and children, but it should be stressed that the danger is in the possibility of migration of that virtual and interactive relationship to a more suitable platform, such as social networks, chat rooms, etc. additionally, the author gives examples of content with elements of pedophilia in video games, while sorting it into two groups according to embedded ethical relationship to that disorder. In the first group, there are games where pedophilia is present as a minor plot point and where the ethical relationship is following social norms, while the other group consists of games where pedophilia is a major plot point, and these games are mostly derived from certain genres of Japanese manga and anime. In conclusion, the author stresses that the danger from pedophiles in online gaming can be significantly mitigated by raising the level of security culture both in the parents and the children.

Key words: video game, pedophilia, online gaming, communication, trust, interactive relationship, security culture

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Introduction

The title of this paper, as it is formulated, demands a certain explanation and a certain semantic differentiating. Otherwise, we could easily float to a non-sensical determination of video games with something that they cannot be attributed to, what they are not, and definitely cannot be as it would be in discord with the ontological being of the video game. Here we think about various theories and proofs that video games *engénéral* can have an obscure goal which is not “only the game and only the playing”.

Since they are a part of the general phenomenon of game, video games, by definition¹, cannot be no one’s means for anything. As Fink wrote, “game has no, nor it can have any purpose, it serves nothing. It is useless and is not used for anything – it does not relate to any final goal of human life that is sought for and believed in. A true player plays only to play. The game stands for itself and in itself, and it is an exception in more than one sense”².

Here we shall say a few words about a noumenon known as the ethics of video games. Naturally, we speak about ethics from the other side of the monitor, the ethics of the world of the video game, and being of video game that is sovereignly ruled only by the player’s avatar. If ethics is used to regulate the relationship between the avatar and the world where he moves and plays, that has to be a new meta-ethics, different from the traditional ethics as much as the world of the video game is different from the real world where the player lives and plays. When it comes to systems of moral values in video games, this paper confronts two forms of ethics but favors *non-ethics*³ of the video game world in contrast to *non-ethics* of video games insisted upon by protagonists of moral panic and critics of the immorality of video games. Non-ethics does not have a value here, that term does not carry good or evil nor it has a pejorative connotation. As non-ethics, we here consider the absence of ethics, non-existence of ethics of any kind, similar to what the Ancient Romans called *privatio ethicae*, and described in *Liber primus naturalium, Tractatus primus de causis et principiis naturalium*⁴, by Avicenna.⁵

A video game is, therefore, a game, created in the form of software, which is played with appropriate hardware. A video game is a designed ethical object in which one or more players, by their own experience of playing the game, completes its goals by using already embedded mechanics and rules of the game

¹ Filipović, Aleksandar: *Paradigma kulturološkog pozicioniranja video igre*, doctoral dissertation, Faculty of Dramatic Arts, Belgrade, 2016

² Fink, Eugen, *Osnovni fenomeni ljudskog postojanja*, Nolit, Beograd, 1984, p. 295

³ *Privatio ethicae*, a non-value based absence of ethics

⁴ Avicenna Latinus, *Liber primus naturalium, Tractatus primus de causis et principiis naturalium*, Louvain la Neuve, 1992, p. 131

⁵ Abu Ali al-Husein ibn Sina (Avicenna; 980 – 1037), leading Persian Islamic philosopher and polymath. He worked in medicine, alchemy, astronomy, psychology, ethics, theology, metaphysics, physics, logic, mathematics and poetry

*that cannot be changed by the will of one or more players outside from already embedded values. A video game is a game in virtual reality, object-oriented toward the player, without whom it cannot exist, where the player, by interaction with the hardware, activates previously defined game software, and together, within the own space and time of the game create its alternatively real world, whose manifesting being is shown on the monitor of the electronic device, while its virtual being stays inside the parallel world of the game together with the player's avatar, and the two beings of the game do not know of one another and do not depend on one another*⁶.

Pedophilia and video games

Pedophilia is most often determined as a mental, psychiatric and social disorder and sexual deviance where adults are sexually attracted to the prepubescent children⁷. That disorder generally leads to sexual abuse of children. Some definitions include older persons in the definition of pedophilia, some even people up to 18 years of age⁸.

Pedophilia is not exactly a frequent appearance in video games, but *a propos* pedophilia and video games there are several interesting aspects.

The most influential aspect is the all-presence of the ICT, or “saturation” or “submersion” of young people and children with information and communications technology, whose *flagship* is exactly video games on every possible platform, including web sites for sharing and exchange of video content, YouTube before others. The presence and aggressiveness of the ICT is a seed of the coming civilization⁹ and makes a child a potential candidate for violence and other kinds of mistreatment. The mechanism works in a way that the children do not have to do anything except keeping their devices on, which opens the door for those with ill-intent to easily and constantly behave inappropriately.

Sexual predators and other “bad guys” got an easy access point to enter the lives of children with online video games. They meet the children through online multiplayer video games and chat apps and create virtual connections and access points in the homes of their victims. The offenders enter conversations and gradually build trust. They often pose as children, offering their victims false stories of their hard life and negations caused by overdemanding parents. Their

⁶ Filipović, Aleksandar: *Paradigma kulturološkog pozicioniranja video igre*, doctoral dissertation, Faculty of Dramatic Arts, Belgrade, 2016

⁷ Gavin, Helen, *Criminological and Forensic Psychology*. SAGE Publications, 2013, p. 155.

⁸ Convention on the Rights of the Child, Office of the United Nations High Commissioner for Human Rights, <https://www.ohchr.org/Documents/ProfessionalInterest/crc.pdf>

⁹ The thesis on interaction of ICT and the new way of life and perception of reality than has the attributes of a new civilization was developed by Sherry Turkle in the book *Alone, Together*. See: Филиповић, Александар, Војнић, Сања, *Безбедносни изазови на интернету као новом простору за вршење насиља*, Култураполиса, год. XVI (2019), бр. 39, pp. 263-273

goal usually is to lead the children to share their explicit photographs and video files which predators later use and misuse. The reports on abuse of children are frequently presented around the world, and the most active perpetrators have hundreds or even thousands of victims. Video games are one of the media used for that, but predators find their victims on social networking platforms and video content exchange websites as well.

In the article *Which Online Games Attract Pedophiles?*, published on the “Killerguides” blog, Sean Turner, writing about the scourge that pedophiles represent, says that “despite their small numbers statistically, pedophiles lurking in the online game world are a concern – and should be. These “active offenders” are men and women who attempt to locate, communicate with, and ultimately physically assault the most innocent amongst us”¹⁰.

“The trouble is, there is a fine line between entrapment and catching a real criminal. As the online videos showing the vigilantes who look for “justice” by hunting down “pedophiles” show, most use entrapment to snare their quarry. For all they know, they could be showing up to confront a police officer or clergy member whose job it is to keep children from becoming victims. Or perhaps it’s just a lonely guy who didn’t really plan on doing anything more than having a Mcburger with someone he’d met online in a game. Even with the lame sexual banter often given (usually pushed by the vigilante, by the way), it becomes obvious who the real pervert might be. On the other hand, the predators need to be sought out and prevented from causing harm.”¹¹

Just a couple of months ago, over 400 known and convictable pedophiles were caught on various gaming platforms by a group known as “Samus.” Operation Samus was conducted by a legal coordinator and four transgender gamers over a three-week period. These investigators managed to gather evidence against 400 criminals, 124 of which were parole violators and known sex offenders. They did it with proper investigative technique, proper evidence gathering, and without baiting or entrapping the pedophiles they were after¹².” The author proceeds to give a link containing detailed information on the action that contains good and realistic advice to parents who want to keep their children safe on the network.

The virtual crime of virtual pedophilia

During mid-2018 in the USA, a shocking letter of Amber Peterson from North Carolina was published¹³. That mother of a seven-year-old girl acciden-

¹⁰ <https://www.killerguides.net/blog/social/which-online-games-attract-pedophiles>, retrieved April 20th, 2020

¹¹ <https://www.killerguides.net/blog/social/which-online-games-attract-pedophiles>, retrieved April 20th, 2020

¹² Ibid

¹³ <https://globalnews.ca/news/4316449/roblox-gang-rape-7-year-old-girl/>, retrieved April 20th, 2020

tally glimpsed at the video game her daughter was playing and was shocked: “My sweet and innocent daughter’s avatar was being violently gang-raped on a playground by two males. A female observer approached them and proceeded to jump on her body at the end of the act. Then the 3 characters ran away, leaving my daughter’s avatar laying on her face in the middle of the playground.”– she wrote, with the screenshots enclosed. Another mother, from Australia, was also shocked when her six-year-old daughter’s avatar was invited to a “sex room” within the game. She had enclosed a video clip she recorded of that sex room, and she was shocked to see explicit depictions of sex between avatars¹⁴. All of that was happening in video game Roblox¹⁵.

In a popular online *role-playing* video game Second Life¹⁶, players can create their own virtual identity, while choosing the age, gender, and appearance. Then these virtual characters can do anything in the video game that people do in real life, including sex. Depending on their preferences, a virtual character can have sex with someone older or younger, as well as much older and much younger. If the virtual character is an adult, he or she can have sex with a character who is a child. If done in the real world, it would be very wrong and very punishable. But is it seriously wrong and punishable to have virtual sex with a virtual child?

Peter Singer of the Princeton University in his article *Video crime peril vs. virtual pedophilia*¹⁷ considers a thesis by which the laws on child pornography would have to influence bans of video games that allow virtual sex with virtual children. The reason might be legally complicated, apologists of punishment for virtual crimes admit, but if it shows that the fantasy of virtual sex with a virtual child makes people more susceptible to get involved in the real-life pedophilia than the real children would be abused, and the movement for banning virtual pedophilia would become stronger.

Pedophiles are “good psychologists and they play the card of susceptibility and weakness of helpless children. Their approach is two-way, and it starts with an explanation that the acts requested from children are exclusively for educational or entertainment purposes and that it shall remain their secret. If such tactics do not give expected results, then they often turn to threats as a proven instrument of force¹⁸”

¹⁴ <https://www.kidspot.com.au/parenting/real-life/reader-stories/mum-horrified-after-sixyearold-stumbles-onto-explicit-roblox-sex-room>, retrieved April 20th, 2020

¹⁵ Roblox is a multiplayer online game and platform where the users design their own games or play various games designed by other users. The platform covers wide array of genres, from racing games to simulations. In August 2019 Roblox had over 100 million active monthly users.

¹⁶ *Second Life* is a virtual online world, launched in June 2003, while in 2017 it had nearly a million regular users.

¹⁷ <https://www.japantimes.co.jp/opinion/2007/07/22/commentary/world-commentary/video-crime-peril-vs-virtual-pedophilia/>, retrieved April 20th, 2020

¹⁸ Жељко Бјелајац, *Безбедносна култура, умеће живљења*, Правни факултет за привреду и правосуђе, Нови Сад, 2017, p. 342

As they often are, the jurists are divided. If the criminal prosecution is a too robust instrument against violent video games, there are discussions about paying damages to victims or families of victims because of the violent crimes committed by people who play violent or pedophilic video games. Today such lawsuits are rejected, mostly because video game manufacturers could not predict that their products will cause people to undertake actions in the virtual world that are illegal or immoral in the real world and life. Although the evidence provided by Anderson and Gentile¹⁹ weakened that defense, video game manufacturers still insist on a simple claim that there is no scientific proof that playing violent video games that have virtual violence in their narratives leads to committing violent acts in the real life.

Supporters of the movement for stigmatization of virtual crimes and criminals deem that society sometimes cannot wait for evidence and that we currently are at that moment. Apologists of the sinfulness of video games consider the risks too high and surpassing any good coming from violent video games. In their opinion, proofs might not be final but are too strong to be ignored.

Academic discussion about virtual pedophilia is perhaps focused on the wrong or too wide target. Like any other form of human creativity, video games should be under legal regulation, but not when we think they allow people to do virtual things that would be crimes if they were real, but only when there is evidence that brings us to correct conclusion that they will lead to real-world crimes. Currently, the evidence is much stronger against video games that include violence against life than for the games that allow pedophilia.

Some examples of the depiction of pedophilia in video games

Here we shall stress that out of the total presence of pedophilia and pedophilic content in video games we shall make a distinction between the games where the player comes in contact with pedophilic content as a part of the game narrative where there is a clear ethical distance from that (like L.A. Noire of Grand Theft Auto 4) and the games where the players themselves, meaning their avatars, commit sexual offenses as the goal of the game. The Japanese video game industry and their scene have a particular inclination to the other kind of pedophilia depiction in video games. Part of these contents comes from the popularity of *shotacon*²⁰ and *lolicon*²¹ manga and anime genres, where the first

¹⁹ Gentile, D. A., Anderson, C. A.: *Violent Video Games: The Newest Media Violence Hazard*, Media Violence and children, Gentile, D. A. (ed.) Praeger, Westport, 2003, pp. 131–152

²⁰ Shotacon is a Japanese acronym for “shotaro complex”, (正太郎コンプレックス, *shōtarōkonprekkusu*) and describes sexual affinity to prepubescent boys.

²¹ Lolicon (ロリコン), is a Japanese acronym and slang for the phrase “Lolita complex”. In Japan, this word marks the hebephile tendency to young girls as well as the manga genre where young

term is a Japanese language slang for attraction towards young boys, and the second for the attraction of prepubescent girls. In these contents, prepubescent boys or girls are depicted in an erotically and sexually suggestive manner and they represent an obvious object of desire, whether homoerotic or heteroerotic. Out of manga comic books interactive contents were created, where the player makes decisions and his avatar is either the boy/girl or another character to whom the boy/girl is an object of sexual attraction. These rudimentary video games are most often created in the visual novel format, distributed through certain niches of the Internet, and their production is often funded by donations from future players.

L.A. Noire

In one case, Cole Phelps responds to a call regarding a lurker at a high school. The lurker is seen spying on two high school girls as they are about to head home, Phelps arrests the creep and later interrogates him regarding a murder. Another case has the player finding a 12-year-old girl naked in a suspect's bed, while searching their apartment.²²

Grand Theft Auto IV

GTA IV has an in-game internet with dozens of websites that the player can visit. One such site is www.littlelacysurprisepageant.com, which is advertised on the in-game radio stations as a beauty pageant featuring little girls wearing sexy lingerie. If the player visits the website, it is revealed that it's actually an elaborate trap for pedophiles, and they are presented with a message from the LCPD saying that they've taken down the site and that the IP address has been logged. Upon exiting the computer, the player will have a 5-star wanted level.²³

Désiré

*Désiré*²⁴ is a French *point-and-click* adventure video game published in 2016. The game is about an eponymous character, *Désiré*, an achromatic boy who sees only black and white, and the player leads him through four different parts of his life. The game contains topics such as sexuality, violence, pedophilia, zoophilia, suicide, depression, morals, feminism, BDSM, and critiques of aspects of modern society, such as capitalism and materialism.

Drakengard

The character Leonard is a pedophile who inadvertently escaped a tragedy that claimed his family while he was away, engaging in an act of child molestation. He blames himself for the deaths of his brothers. His weakness eventually

female characters are portrayed in a sexual manner. The term originates in Vladimir Nabokov's novel, *Lolita*, whose subject is sexual attraction of a middle-aged man to a 12-year-old girl.

²² <https://www.giantbomb.com/pedophilia/3015-5265/>, retrieved April 20th, 2020

²³ *Ibid*

²⁴ <http://www.seccia.com/games/desire/>, retrieved April 20th, 2020

leads him into being forced into a pact with Faerie that leaves him blind. Similar to other sexually controversial character backgrounds in the game, overt references to Leonard's pedophilia were removed from the North American version of *Drakengard*.²⁵

Twisted Metal/Sweet Tooth

The character of Sweet Tooth in the *Twisted Metal* series is a known child molester that also kills the children, though rather than doing it out of motivation of genuine pedophilic attraction, Sweet Tooth is just a psychopath who revels in the suffering of others, and rape is just another tool to reach that end.²⁶

Rapelay

The most controversial game involving this concept was *Rapelay*, an eroge revolving around rape. The player controls a stalker that can rape a mother and her two daughters, one of which appears to be a prepubescent child. Despite never being released outside of Japan, the game sparked an international outcry that led to the publisher Illusion banning the game.²⁷

Online video games as a mean of meeting between people

It is indisputable that gamers have a specific relationship they make by playing video games with other players on the Internet. Through competition or teamwork, with enough time spent playing together, a player gets an impression of knowing his teammates better than it is the case. Many papers and books were written about how multiplayer online gaming positively influences higher psychosocial aspects in people who play video games in teams. But, the other side of that effect is precisely the impression that we know our virtual teammate and friend very well, despite knowing only his user name, things he or she said about themselves, and the things we can deduct from playing together, and *vice versa*.

The most popular services for playing video games contain age limits for users. So one of the most popular services for gaming on PCs, Steam, has the age limit set on 13 years for creating an account, and since it is necessary to buy a game before playing and you need a credit card to do that, the possibility that a child younger than 13 manages to create an account, buy a game, connect with other people out of whom some are potential pedophiles without parents noticing anything is very slim. A similar age limit is set for Microsoft's Xbox console, while for Sony's Playstation that limit is set at 18, and if the parents want their children to play video games on that console, they have to create them limited accounts, with various possibilities for control and protection. Still, there are

²⁵ <https://www.giantbomb.com/pedophilia/3015-5265/>, retrieved April 20th, 2020

²⁶ Ibid

²⁷ Ibid

some popular games suitable for children that have a multiplayer option, such as Minecraft, where additional caution and monitoring is necessary.

Still, we have to say that in the majority of communication during online multiplayer gaming the topics discussed are mostly limited to comments and demands of the game itself, as it simply is not practical to freeform chat during online game sessions, as the game will suffer for it. Only because certain people or groups purposely meet in gaming sessions to communicate (there are examples that Islamic terrorists and criminal groups used chat options of multiplayer online games for communication and arrangements) it does not necessarily mean that there is an increased danger for children from predators. What can be dangerous is the migration of that virtual relationship from the video game world on the Internet, whether to social networks, chat rooms, communication services, or something other. Then it is a much more suitable and versatile environment for communication of any kind, and larger maneuver space for predators as well, who in that case continues to build on the trust earned through the joint playing of video games.

Conclusion

It looks like this become a scholastic topic where everyone is involved and try to give their opinion to at least the description of the situation if not to the solution of the problem. Video games and ICT are spread around the world and these modern phenomena are becoming irremovable parts of daily life. They are also becoming necessary. Their further development and expansion cannot be stopped. Science and other categories of human knowledge and creativity are lagging in describing the phenomena and giving wise and useful advice to people how to implement the new way of life, based on the ICT and video games, without harming anyone. The lack of legal regulation based on scientific postulates leaves this evermore important field of public life to morals as an “assistant” regulator of relations. And when it comes to that, everything depends on the point of view and the amount of money that circulates the phenomenon which is the subject of a moral dilemma. History teaches us that every moral dilemma so far was solved in favor of money.

When it comes to video games, pedophilia, and their interaction, we witness a serious moral dilemma that exists in all segments of society and state and particularly exists with gamers. As usual, when the social circles are more intellectual, the greater is the dilemma. It is the greatest in scientists who work on philosophical and sociological aspects of video games, and the smallest is in school authorities, clergy, and parents who would like to transfer the blame for misgivings of their children to someone other than them. A long time ago those to blame were dime novels, then comic books, and violent films, then television, and now the attention is turned on video games which make their children everything the parents would not like them to be.

In another paper²⁸, we wrote about evil in video games and came to a position that there can be no evil in video games as evil among people is defined as purposeful hurting of another conscious being. There are no conscious beings in video games, there is only a video game world on the other side of the display, with avatars and virtual beings. Garry Young²⁹, in his book *Resolving the Gamer's Dilemma*, tries to fully explain the gamer's dilemma.

The author compares the consequences of virtual murder and virtual pedophilia. If it happened in the real world, both acts would be wrong, and the verdict would be guilt. Therefore, there is no morally relevant difference between the actual committing of murder and the actual committing of pedophilia. Is it then morally justifiable to make difference between the virtual offense of pedophilia and virtual offense of murder? In virtual worlds of video games, nobody cares about thousands of brutal murders. When you play GTA you can speed in your car on pavements and hit pedestrians without any sanction. Therefore, considering that the GTA franchise was sold in hundreds of millions of copies, it would seem that hundreds of millions of people believe that the virtual murder is morally allowed and they commit that act millions of times each day. From this conclusion, the conclusion that virtual pedophilia is also morally allowed would have to follow.

This paper is not a suitable place for the development of this dilemma but it seems that despite the protest of school authorities, church and various parents associations, this gamer's dilemma must be solved in favor of the video game world, regardless of what the avatar and his company do in their virtual world. Because in the virtual world no one is getting hurt. As a player, you only manipulate ones and zeroes that your hardware transforms into pixels on the display³⁰.

The science we are involved with cannot ignore baseless attacks on video game world, but also should not disregard dangers to society, particularly its youngest and most vulnerable members – children, moreover because the children are becoming a primary object of both good and bad in the video games and the ICT.

Pedophilia, like every other evil activity of the people, has its strongholds. Video games are one of them, but only on far fringes. It is not easy to exploit video games for anything else aside from gaming, because of its technical construction and ontological being. Still, we wrote about the existence of one narrow and hardly visible niche, where a danger coming from the human desire for the game and playing situated itself.

²⁸ Filipović, Aleksandar, *Etički izazovi video igre*, Zbornik radova Fakulteta dramskih umetnosti, Časopis Instituta za pozorište, film, radio i televiziju, Beograd, 2013, broj 24

²⁹ Dennison, Ryan, Young, Gary: *Resolving the gamer's dilemma: examining the moral and psychological differences between virtual murder and virtual paedophilia*, Ethics Inf Technol, 19, ppp. 237–239, 2017

³⁰ Ibid

We already wrote that this, at moments scholastic discussion about evil in video games and impossibility that being of a video game is declared evil from this side of the monitor isn't at all naïve. Therefore, full attention must be paid to the potentially devastating phenomenon of residential habituation of evil, a possibility or danger of habituation to doing evil things, and to residential "desatanization" of doing evil things to others in the real life. In that sense, the danger from evil in video games shall be sought in the decreased possibility of rational thinking and estimation in case of a meeting of the player with real evil, or in routinization of doing evil. The routine desatanized evil is generally one of the most destructive forms of evil as it doesn't come from places evil usually comes from, from where people expect it and have their defenses ready: monsters, creatures, psychopaths, sociopaths, and other marginalized people, but from perfectly normal and regular people. It is quite possible that themselves sincerely believe they are not ready to commit evil and that they objectively do not want it, do not enjoy it and they don't believe in any ideals or higher goals upon which they could be called to commit evil for, but they de facto help spreading evil and it is possible that in given situation they would relent under the pressure from the authority and commit unspeakable evil to another person much easier than would the people with whom committing evil is not routinized.

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ВИДЕО ИГРЕ КАО СРЕДСТВО ЗА ПОДСТИЦАЊЕ ИНТЕРАКТИВНОГ ОДНОСА ИЗМЕЂУ ПЕДОФИЛА И ДЕЦЕ

Сажетак: Видео игре су најбрже растући и еволуирајући производ индустрије забаве, и као такве, постале су један од најчешћих избора за провођење слободног времена. Различита истраживања указују да видео игре одавно нису забава за децу, да је старост просечног играча близу четрдесет година³¹ и да је 29% играча старије од 50 година³². Индустрија видео игара и сродна индустрија прате тај тренд, па је већина платформи и система за играње видео игара предвиђена за старије од 18 година. Међутим, засићењем тржишта дошло је до тога да постоји видео игра за сваког, а развојем интернета играње онлајн, заједно са другим играчима, постала је неодојива компонента видео игара, чак толико да су неке од најпопуларнијих видео игара предвиђене искључиво за онлајн играње. Самом чињеницом да играњем онлајн ступате у контакт са осталим играчима отвара се могућност за потенцијалне злоупотребе. Иако поменути сервиси за играње имају старосна ограничења, која су најчешће постављена на 13+ година, постоји, како могућност да се давањем лажног исказа сервисима приступи, тако и постоје игре где је старосни лимит јако низак. Опасност од злоупотреба, па чак и криминалног понашања је појачана психолошким механизмима који настају приликом играња видео игара у тиму, и стиче се веће поверење и осећај познавања него што је то стварно. Ипак, канали комуникације који постоје у видео играма ипак нису најподесније средство за комуникацију између педофила и деце, али треба нагласити да опасност лежи у могућности да тај виртуелни и интерактивни однос мигрира на подеснију платформу, као што су друштвене мреже, чет собе и остало. Аутор, такође, наводи примере садржаја са елементима педофилије који се налазе у видео играма, делећи их у две групе према уграђеном етичком односу према том поремећају. У првој групи су игре у којима је присуство педофилије успутно и са јасно одређеним етичким односом који је у складу са друштвеним нормама, док су у другој игри где је педофилија основ наратива, и те игре су најчешће изведене из јапанских еротских жанрова манга³³ стрипова. На крају аутор закључује да опасност од педофила у онлајн видео играма може да се значајно умањи подизањем нивоа безбедносне културе како код деце, тако и код родитеља.

Кључне речи: видео игра, педофилија, онлајн играње, комуникација, поверење, интерактивни однос, безбедносна култура

³¹ <https://www.statista.com/statistics/722259/world-gamers-by-age-and-gender/>, приступљено 20. априла 2020.

³² <https://www.esrb.org/about/video-game-industry-statistics.aspx>, приступљено 20. априла 2020.

³³ Манга је назива за изузетно популаран концепт стрипова, настао у Јапану где има пресудан културолошки утицај, али се његова популарност проширила глобално