



Seventh Avenue Literary Agency

Non-Fiction

SPLATTER

The Rise of Ultra-Violent E-Games(and the Parental Response)
(Working title)

William Illsey Atkinson

The effects of video games on our culture and the world economy are staggering with entertainment news headlines announcing last year that the sales of video games had surpassed the combined total movie box office and DVD sales. Games add well over a billion dollars a week to the world economy. Large as these effects are, scientists are starting to see that games' social effects dwarf their financial aspects.

In *SPLATTER*, award-winning author and technologist William Atkinson examines the promise and the perils of e-games – in particular the violent games. Real-time brain scans show an unsettling drift amongst players of violent games toward the use of analytical intelligence without use of brain regions supplying sympathy, empathy, and compassion. This is the clinical definition of pathology. Nor are the unsettling effects of e-games limited to ones containing overt violence. Systematic users of car-racing simulations re-wire their brains into shutting down areas that have evolved over millions of years to assess risk and counsel caution. What are these exciting, terrifying E-games? Where do they originate? Why are some entertainment games unacceptably violent, while others are socially helpful and financially successful without 'gore-nography'? What do the present and the future hold for these fascinating, troubling systems we have so recently devised? And most importantly of all: how can we protect our children from the worst excesses of E-games, while enriching their lives with the best that gaming technology has to offer?

Atkinson travels the world specifically - Silicon Valley, the Pacific Northwest, London, Singapore, and Tokyo to interview leading CEO's, neurologists, designers, gamers for *SPLATTER*– a book that will spark new and vital debate about the effects of e-games on our society and in particular on our children.

From the Introduction:

"Do you know where your kids are? You're a responsible parent: – sure you do – they're in your basement rec room, safe from any harm. Do you know what they're doing? Of course, they're playing electronic video games. But do you know what's happening inside their heads? My friend, you have no idea. Over time many commercially available games can rewire a child's brain functions to parallel those of a psychopath. It's all in the scientific literature."

William Atkinson

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