

Colorado teen killers Dylan Klebold and Eric Harris were clinically addicted to the video game "Doom," produced by ID software, of Mesquite, Texas. GT Interactive, the distributor of "Doom," boasted of \$531 million in revenue for 1997 (the last year that statistics were available), and a growth rate of 50% per year during 1995-97.

The culture of Gore

Lyndon LaRouche, Democratic Party pre-candidate for the 2000 Presidential nomination, observed recently that those people raising Cain against lax gun laws, following the Littleton tragedy, have got it all wrong. Back in the 1950s, far more Americans per capita owned firearms, and there was no wave of juvenile mass murders. What created the conditions for the Jonesboros and the Littletons is the "New Age" internet culture, lionized by Vice President Albert Gore. It is the culture of Gore, spread through Hollywood, through the interactive computer video game industry, through an ever-more violent and pornographic rock music industry, and given license by school systems adopting "outcome-based education" and other forms of social engineering, that has turned millions of youth into "unnatural born killers."

Colonel Grossman underscored the same point in his article in *Christianity Today*. "The virus of violence is occurring worldwide," he lamented. "The explanation for it has to be some new factor that is occurring in all of these countries. . . . There is only one new variable present in each of these countries, bearing the exact same fruit: media violence presented as entertainment for children."

Grossman reported on his own experience, over a 25-year period as a military psychologist, studying techniques to allow soldiers to overcome their aversion to killing. U.S. Army Brig. Gen. S.L.A. Marshall conducted a study during World War II, in which he discovered that only 15-20% of riflemen could bring themselves to open fire on an exposed enemy. By the time of the Vietnam War, the rate had risen to over 90%. What had occurred? The military had perfected techniques for behavior modification of the soldiers, to overcome their natural human aversion to killing.

Grossman then dropped a bombshell: "Something very similar to this desensitization toward violence is happening to our children through violence in the media—but instead of 18-year-olds, it begins at the age of 18 months when a child is first able to discern what is happening on television. . . . When a young child sees somebody shot, stabbed, raped, brutalized, degraded, or murdered on TV, to them it is as though it were actually happening. To have a child of three, four, or five watch a 'splatter' movie, learning to relate to a character for the first 90 minutes and then in the last 30 minutes watch helplessly as that new friend is hunted and brutally murdered, is the moral and psychological equivalent of introducing your child to a friend, letting her play with that friend, and then butchering that friend in front of your child's eyes. And this happens to our children hundreds upon hundreds of times. . . .

Our children watch vivid pictures of human suffering and death, and they learn to associate it with their favorite soft drink and candy bar, or their girlfriend's perfume."

Grossman reported that, in every region of the country, with the arrival of television, there was an immediate jump in playground violence; and within 15 years, the murder rate had doubled. "Why 15 years? That is how long it takes for the brutalization of a three- to five-year-old to reach the 'prime crime age.' That is how long it takes for you to reap what you have sown when you brutalize and desensitize a three-year-old."

Grossman ended with this dire warning: "We have raised a generation of barbarians who have learned to associate violence with pleasure, like the Romans cheering and snacking as the Christians were slaughtered in the Colosseum." Grossman labeled this virulent disease "Acquired Violence Immune Deficiency Syndrome (AVIDS)."

Interview: David Grossman

Video games teach children to kill

Lt. Col. David Grossman was interviewed on May 6 by Anton Chaitkin.

EIR: I read your excellent article from last year's *Christianity Today*.

Grossman: Interesting background to that article: It has sold an all-time record of reprints, twice or three times as much as they've ever run. And it has been picked up for reprinting now in seven different languages, including Japanese and Chinese, and periodicals in those nations, including secular periodicals. And it has been picked up for reprinting in six different periodicals in the U.S., including *U.S. Catholic* and *Hinduism Today*. So, it struck a chord.

EIR: And that's before the latest shooting, in Colorado.

Grossman: That's right.

EIR: Could you say how you see the Colorado events, the Littleton massacre, relating to your warnings?

Grossman: What we actually have is a national game, in which ever more children are invested in scoring the new high score in the national video game. Now, when you score a high score in the video game in the local arcade, you get your little three-letter initials in there. That reward, along with the pure joy of the game, is sufficient.

But now, the arcade games are vastly more violent. In this new national video game, the winner of the new “high score” gets to have his picture on the cover of *Time* magazine.

And there is an interacting set of variables. We invest the children in sick, violent fantasies. We have flight simulators that will actually teach you how to fly without ever touching a plane. We have driving simulators that teach you how to drive. And we have mass murder simulators, whose only “redeeming characteristic” is to teach you how to commit a mass murder.

In the case of other industries, the gun industry, alcohol industry, tobacco industry, pornography industry, none of those industries openly market their products to children. And we all agree that children should be protected by their family and their parents. But society helps the family. We have laws that say, that anybody that gives your child unrestricted access to guns, alcohol, pornography, tobacco, drugs, explosives — these people are criminals.

But on this one topic, everybody, from the American Medical Association, to the American Psychological Association, to the American Academy of Pediatrics, to the Surgeon General, agrees upon just unequivocally, on this one topic of media violence, and in particular the violent video games. Despite this, for some reason, the parents have just been left on their own.

And so, there’s a comprehensive initiative; the whole mind of a nation is going “click.” The data have been denied by the industry for so long, and now—you know, you can dam up a stream for a while. But inevitably when the dam breaks, the longer you dam it up, the worse the flood of the other end.

I was on “Meet the Press” with the Surgeon General, and the Surgeon General was asked, should we do a Surgeon General’s report? And he says, well sure, I can if you want me to, but why don’t we begin by looking at the 1972 Surgeon General’s report? The same Surgeon General at about the same time that they made the warning about the link between tobacco and cancer, made a warning about the link between media violence and violent behavior in children.

It has been denied and ignored for decades.

The American Medical Association a couple of years back said media violence is America’s number-one health care emergency. The National Institute of Mental Health in 1982 assessed over 2,500 scholarly studies and came to the conclusion that there is a clear consensus about a strong link. And, in 1992, the American Psychological Association had similar findings.

Now the question has become: Why don’t people know about this? If the American Medical Association were identifying any other single substance as being this harmful and this destructive, everybody in America would rally behind it. Why, on this one topic, have we got such a consistent denial and obfuscation?

The answer is, that the people we count on for our informa-

tion literally have blood on their hands. The national media, the television industry, know that they are responsible.

The most definitive study is in the *Journal of the American Medical Association*, June 10, 1992, which identified the fact that anywhere in North America that television ever appeared, 15 years later [violence sharply increased]; there appeared to be an immediate cause-and-effect relationship. It is one of the most astounding epidemiological studies in the second half of this century, and it has been virtually denied.

What’s going on here? The people we’ve entrusted the public airwaves to, have done a systematic brainwashing on this topic. It is extraordinarily difficult for any of us to grasp the fact that they are using a toxic, addictive substance, to increase their market share.

The magazine, newspaper, radio, book industry, have been crippled during a time while the television industry has increased their market share. Their addictive ingredient is violence, just as the addictive ingredient in tobacco is nicotine.

And the addictive ingredient is also a deadly one. A child who watches his dad beat his mom; twenty years later, when he’s under stress, and he’s got a wife, what’s he going to do? The same thing. Now, not necessarily, but there is a far greater probability.

Why does a child replicate that behavior? Because the behavior that they observe in the first five years of their life cannot be unlearned. If a child watches his father beat his mom, or if he watches 1,000 violent acts on TV, he is cocked and primed to participate in those actions in the future.

Not every child with access to guns is going to use those guns in violent crime. Only a tiny fraction of a percentage will. But because of that tiny fraction of a percentage society says, children have no Second Amendment right to guns.

In the same way, not every child with access to media violence, in particular these violent video games, is going to become a mass murderer. But because of that tiny percentage, and because it serves no useful purpose for a society for children to have access to this violence, the time has come for us to treat these firearms trainers in the same way we do firearms.

The ACLU [American Civil Liberties Union] is not trying to defend these devices. This is essentially a Second Amendment issue. These are firearms training devices. [An ACLU member] said let the NRA [National Rifle Association] take care of this. Well the NRA’s position is, these things need to be reined in.

EIR: You have spoken of the use of this training, as military training, for children’s videos. What is the transfer? Were there military people who took a second career, to go into this?

Grossman: No, here’s what happened. In World War II, we taught our soldiers to fire at bull’s-eye targets. We learned that that was tragically flawed. No bull’s eyes ever attacked someone on the battlefield.

Their ability to transfer the training to the reality was

limited. We realized that there is this tremendous gulf between being a law-abiding citizen, and then taking a gun in your hands and being able to take another human being's life. Not everybody can do it. In order to help them do it, you have to give them intermediate steps to cross that vast gulf.

And that's what these simulators are. We taught our people to practice shooting at realistic man-shaped silhouettes. The law enforcement community had to do the same thing. And then in the 1970s, we introduced the shoot-no-shoot program for the law enforcement community, in which you fire at rear-projection movies.

Pop-up targets were simulated human beings that you shot at in the military. Then we had the rear-projection movies where you fired blanks. Now that was as far as the military or the law enforcement community went, for quite some time.

But the video community picked up on the military training. They picked up on it and began to develop games based on that same technology. But now the games went far, far out. Now we are at a video arcade where you hold a gun in your hand, and you're shooting at human beings — and this is totally industry-driven.

Then the military became aware of these games. They began to go out to civilian contractors, and took off-the-shelf civilian products — like "Doom," from which they developed Marine Doom. Or, the Nintendo, Super Nintendo. The Army purchased over 1,500 of these Super Nintendo devices, attached an M-16 [automatic rifle] and turned it into a superb marksmanship-training device.

Now, these devices were the next generation. The military simulations became the next step in the law enforcement environment. You can talk to your local law enforcement agency training division, and tell them you want to use their FATS trainer (Fire Arms Training Simulator). You'll hold a mock-up of a real gun in your hand. You'll pull the trigger at a large-screen TV, and the slide will slip back, you'll feel the recoil, and when you hit the targets, the targets will fall. Understand that the law enforcement officers have to demonstrate restraint in this test.

Then go to the video arcade and play a game called "Time Crisis." Hold the gun in your hand, feel the slide slip back, and mow down [police] SWAT team members. Then walk next door to that game and play a game called "House of the Dead." Then watch as you blow heads off and arms off, and get bonuses as you're blowing heads off; and on and on. And get a feel for the fact that what the law enforcement officers are using as a powerful simulator, is being given indiscriminantly to our children. So, there are flight simulators, that teach you how to fly, there are killing simulators, that the military and law enforcement use, that enable you to kill, and there are mass-murder simulators.

EIR: I investigated the companies that developed and marketed the video game "Doom" and its sequels. The designers were a company called ID Software.

Grossman: Yes, ID Software, that's right.

EIR: Then GT Interactive is the financial end, the promoter, in New York; I think they just moved to Hollywood. ID Software, in Mesquite, Texas, is just across from the North Mesquite High School. The company has no name on the building lobby, though you can see the Ferrari and Porsche cars belonging to the wealthy video-game designers. On the 6th floor, there is "666 — ID Software"!

Grossman: Are you serious?

EIR: Now this is a frankly Satanic organization.

Grossman: Oh, yeah!

EIR: If you look at their Web site, they use tongue-in-cheek descriptions of themselves. One of the designers talks about his CIA and Special Forces background in a joking fashion; you can't tell what of it is true and what is not. Another one says that he was a designer for TSR, for "Dungeons and Dragons." John Romero, who designed "Doom" to begin with, was the son of a very high-security Air Force officer in spy planes, who went to England with his son, the young John Romero. John claims that as a young budding computer game designer, he programmed computers for the Royal Air Force, and he said that that "changed my life." This guy is now in the multi-multi-million-dollar range, getting investors from all over the world pouring money into a new company that he has started after ID. I see within the military, former military, Special Forces and intelligence community, a clique which is not at all patriotic people —

Grossman: Yes.

EIR: —and these guys are backed by something similar in the financial community in New York, and London, and Israel, and all kinds of places, and Russia probably . . .

Grossman: I don't doubt a word of that. Let me give you a different angle on it.

EIR: Have you investigated any of the companies?

Grossman: No, not at all. But I'll tell you this. There is a body of classified data, that enabled us to transition from bull's-eye targets to pop-up human beings. That taught us why that works, and how it works. The Army in recent years converted from just a man-shaped silhouette to an actual plastic dummy that pops-up on the firing range, a three-dimensional dummy. . .

Now that did not happen, a multi-multi-million-dollar transition, that kind of target did not happen without research. But I can't get my hands on any of that research! The Army could contribute a great deal to this national debate, by releasing that research. . . .

I am so grateful that there's somebody like you that's looking into this matter. Because I'm telling you, there's something weird going on. . . .