

EIR Conference Report

Commission Is Created To Combat the ‘New Violence’

by Dennis Speed

The National Commission Against the New Violence was formed at an all-day meeting on May 20 at Columbia University in New York City. The Commission, an initiative proposed by Lyndon LaRouche in the aftermath of the March “not guilty” verdict in the trial of four New York policemen who, on Feb. 4, 1999, shot the unarmed, and unresisting, West African immigrant Amadou Diallo, promises to become a new, formidable weapon in the battle against the New Age “technetronic violence,” that is becoming more commonplace in America, and, largely through the influence of American violent movies and video games, throughout the world.

LaRouche, the keynote speaker, was joined by a panel that included: Lt. Col. David Grossman, the well-known teacher, lecturer, and author of *Stop Teaching Our Kids To Kill: A Call To Action Against TV, Movie & Video Game Violence* and *On Killing: The Psychological Cost of Learning to Kill in War and Society*; Pennsylvania State Rep. Harold James (D-Phila.), himself a 22-year veteran of the Philadelphia police force; Minister Charles Quinn Muhammad and Sister Esther Muhammad, whose son, Andre Jones, was hanged in a Mississippi prison in August 1992; U.S. Marshal Matthew Fogg; Dr. Kildare Clarke, Assistant Medical Director, emergency room, Kings County Hospital, New York City; and Jeffrey Steinberg, Counterintelligence Editor, *EIR*. LaRouche spoke from Europe to the gathering of 150-200 policemen, parole officers, activists, and former and present LaRouche delegate-candidates, and the entire proceedings were broadcast live via audio webcast. The text of his remarks, as well as those of Colonel Grossman, are included below.

The extensive discussion highlighted by LaRouche over the past two months, on what he has termed “Nintendo vio-

lence”—that vicious, dehumanized “Information Society” mind-set that distinguishes the violence perpetrated by its victim, upon other victims—was underscored by Grossman’s presentation, and affirmed by Representative James, who told the audience: “Listening to what the Colonel said, I remember that I have a son who will be 13 next month, and a daughter who will be 12. They had me take them to this place, several months ago, and it was called ‘laser tag.’ I didn’t know what it was about, so I took them. When they came out, they told me that, ‘We were in there, and we had these laser things, and we were shooting each other, and it would hit you, and tell you how many hits you got.’ So I started thinking about that, and about what the Colonel said. What are my young people being conditioned to? They’re good on those video games—they’re *excellent* on those video games, and they’re too violent. And the television contributes to the violence. . . . So, I have to go back and tell them—because they like that laser tag—that we’re not going there any more. And I have to explain to them why. And I’m going to do that. We all need to get involved in that kind of education. And I’m glad to have heard from the Colonel, and Mr. LaRouche, and glad that you started this Commission Against Violence, because we all need to participate in this.”

The Roots of the ‘New Violence’

LaRouche, in an article entitled “Information Society: A Doomed Empire of Evil” (*EIR*, April 28, 2000), pointed out that the roots of “Nintendo violence,” lie in the “artificial intelligence” and “linguistics” projects carried out by the “Unification of the Sciences” grouping assembled at the University of Pennsylvania in 1938 by Bertrand Russell, and later



The “new violence” has been sparked by the so-called Information Society, with a proliferation of violent video games that teach children how to kill. Shown here: an assortment of advertisers in a recent issue of Computer Gaming World.

housed at the Massachusetts Institute of Technology (MIT), Columbia University, and other locations. These early projects laid the basis for the emergence of the pathological epidemic known today as the “Information Society,” and the mad St. Vitus dance known as the “dot-com bubble-brain economy.” Understanding the brainwashing activities of Russell, MIT’s Noam Chomsky, and the other operatives, as well as their “pop science” interface with British intelligence hands like Aldous Huxley, in preparing the crossover of “artificial intelligence” into the “popular mainstream” through the rock-drug-sex counterculture, is crucial to understanding why the present culture of violence that exists in the United States,

is *not* natural, but has been *induced* over approximately a century of cultural decay, and distilled into its “modern” form over the past 50 years.

Writing in 1954, Norbert “Mr. Cybernetics” Wiener succinctly delineated the anti-republican, anti-American Revolution epistemology of the “Information Society” in the first chapter of his revised book, *The Human Use of Human Beings: Cybernetics and Society*. “In giving the definition of Cybernetics in the original book, I classed communication and control together. Why did I do this? When I communicate with another person, I impart a message to him, and when he communicates back with me he returns a related message

which contains information primarily accessible to him and not to me. When I control the actions of another person, I communicate a message to him, and *although this message is in the imperative mood, the technique of communication does not differ from that of a message of fact*. Furthermore, if my control is to be effective I must take cognizance of any messages from him which may indicate that the order is understood and has been obeyed. . . .

“ . . . When I give an order to a machine, the situation is not essentially different from that which arises when I given an order to a person. . . . To me, personally, the fact that the signal in its intermediate stages has gone through a machine rather than through a person is irrelevant and does not in any case greatly change my relation to the signal. Thus the theory of control in engineering, whether human or animal or mechanical, is a chapter in the theory of messages” (emphasis added).

All ‘Facts’ Are Judgments

This explodes one of the most popular conceits of the Information Society — its alleged “democratic impartiality.” Wiener, one of the fathers of Information Society, simply in the interest of Mr. Spock-like rigor, can find no logical difference, in his notion of “human engineering,” between *coercion* and *communication*. (Readers are referred to the numerous writings of LaRouche on the subject of metaphor, for the opposite epistemological stance.) Wiener says that there can be no essential difference asserted between “giving a command” and “sending a message.” Thus, in his logically consistent theorem-lattice, the oft-stated platitude that “the Internet,” or “personal computers” are wonderful because, unlike biased teachers, they simply make the greatest possible amount of information available to the largest number of people,” is disproved. All “information,” all facts, are judgments, made by judges — real people who decide what is true and false, right and wrong, good and bad. Further, these decisions are usually based on unconscious axioms, deeply held prejudices that permeate the so-called “impartial facts” that are assembled as “value-free” information.

This does not mean that *EIR* would agree with Wiener, that there is no distinction between a thought-dialogue among men, and man’s interactions with beasts, or machines — although his “information theory” states this to be so. Wiener is, however, correct, that the “mere dissemination of information” is a fraud, and, if believed, as it is in today’s United States, becomes a very effective method of social control. Nowhere is this fraud more hideously encountered than in the assertion that “television violence does not cause actual violence.” If there is no causal relation between what people see and what they do, we have one question: Has anyone told this to the pornography industry, or to advertisers more generally? If the reason that violence is placed in programs is to cause people to be entertained by it, does that not mean that

it causes them to watch the program, rather than turn the channel — or turn the channel because they are so disgusted by the violence? Is that not a physical effect?

The Surgeon General’s Report

Colonel Grossman stated on May 20 that, when U.S. Surgeon General Dr. David Satcher, was asked whether it would be appropriate to do a study to determine whether violence on TV causes violent behavior, retorted that this had already been established back in 1972! This study was before video-game killing simulators were popularized, and before the latest epidemic of violence. Participants in the founding of the Commission are discussing multiple actions that could be taken to fight against the culture of Nintendo violence, including an all-out fight against the mass dispensing of the drug Ritalin to so-called hyperactive children. In order for such battles to be fought effectively, however, the deeper understanding, supplied by LaRouche and other members of the Commission on why Al Gore’s Information Society is doomed, must be confronted, and mastered, that there might be any chance at all of actually winning the war against the New Violence.

Lyndon H. LaRouche, Jr.

Wake Up to the Danger of the ‘New Violence’

Here is Lyndon LaRouche’s address to the New York City founding meeting of the Commission Against the New Violence, on May 20. Subheads have been added:

Let me begin by making a few observations on the question of what we may call the specificity of “New Violence.” Now, by “New Violence,” we mean, by first approximation, “Nintendo killers” in the military. We mean the replacement of qualified police officers by “Nintendo cops.” We mean “Nintendo kids” in the schools, from the ages of 6-16. This is where the core of the New Violence is located. It is not in the bullet, it is not in the axe, it is not in the hammer, it is not in the fist. The violence is not located in the physical act performed upon the victim. The New Violence is located in the peculiarly perverted minds of the perpetrators. The perpetrators are typically military professionals, trained by the official military, or trained by programs designed originally for the military. These are Nintendo-style brainwashing techniques. This means Nintendo cops, police officers who are not police officers any more. They’re merely Nintendo-cop killers. They have no sense of a human relationship and their act, on the