

*Approved Anti Violence Minute*  
*by*  
*The Manhasset Monthly Meeting*  
*of*  
*The Religious Society of Friends*

The recent elementary school shooting at Sandy Hook, CT has triggered another wave of anti-gun rhetoric, especially among the Country's politicians who are quick to promote any topic that will present them with a soapbox. While members of our meeting might have different views on the need for the public's need for access to guns and the wisdom of including what is thought by many to be such a right in our country's constitution, there is no such division amongst us on our opposition to the cult of violence spawned by the proliferation of violent Movies and video games.

While the Media is quick to rightly highlight the ease of the mentally disturbed's ability to acquire lethal weapons, they shunt aside the equally valid arguments that the violence depicted in movies and video games depicting the "misunderstood" outcast as a hero by violently attacking his enemies is playing an important role in our society's rapid descent into one marred by ever more frequent outbursts of unexpected deadly violence in previously "safe" quarters such as schools and theaters.

Understanding that the Media is reluctant to criticize the depiction of violence because of the reasonable fear of jeopardizing the right of freedom of speech so intrinsic to their own existence, it is evident that those most affected by this unacceptable violence have to take matters into their own hands by boycotting all violent movies and video games until the purveyors of such no longer find it financially expedient to operate in that business.

With liberty comes responsibility and rather than complain about what others should do to solve the problem of unacceptable violence in our society we should recognize our own role, passive or otherwise, in the creation of the present commercialization of violence and take the necessary actions available to us to cut off the economic blood stream of this burgeoning industry. We therefore urge all those who find the current depiction of violence objectionable to refuse to spend any money on or invest in any company that produces violent films and/or video games and to take whatever action they deem necessary in good conscience to make known their objection to the acceptance of the current cult of violence and to raise awareness of such objections in their communities.