Abstract

Thesis: Screen Peace: How Virtual Pacifism and Virtual Nonviolence Can Impact Peace Education

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The following thesis discusses how virtual pacifism can be utilized as a form of activism and discussed within peace education with individuals of all ages in a society saturated with violent media. I explore the nature of virtual pacifism and how can it be used to change and impact peace education. The argument of the role video game violence plays in violent acts has once again become a prominent question in the U.S. media. A relatively new notion of playing video games without killing any virtual creature is being referred to as “virtual pacifism.” I argue that the term “virtual nonviolence” should be used instead of “virtual pacifism.” I conclude that the definition of “virtual pacifism” is “the refusal to engage in violent military activity within the video game because of one’s principles or beliefs; seeking alternative routes to playing the game.”