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Abstract

Video games are a wonderful way to pass the time. When done in moderation, they can lead to increased hand-eye coordination, higher critical thinking skills, and can even expand social circles. Online video games, however, are a modern parent's worst nightmare. Multiplayer video games with an ESRB rating of Teen or even Everyone can easily turn out to have Mature situations because of one simple reason: players must interact with total strangers in order to enjoy the game.

Toxic environments are generated through a combination of relying on ELO for player self-identification and various scenarios created by problem players. Although competitive video games can be directly related to sports in many cases, including issues with problem players, the same deterrents and punishments may not be applicable.

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