

Questions for Blake and Hazlett on video games/possible evils

- What, according to Blake, is the most common objection to violent video games?
- Why, according to Blake, should we not take this objection seriously?
- What does Blake think would make a more interesting sort of objection to violent video games?
- What are the “possible evils” that Hazlett is concerned with in his article?
- Hazlett considers the argument that since we can’t directly help “possible folks,” we have no reason to be concerned with them whatsoever. He thinks that there’s something wrong with this argument—what is it?
- Hazlett argues that if we accept the “denouncing principle”, then there are two ways that we can try to explain why people are not disgusted at the fictional evils in video games. What are these two ways?