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EXPLOITED: Crimes Against Humanity Archives Available

November 22nd 2018: Encore: The Global Online Video Games Market to Reach Nearly One Trillion Dollars in 2016

This week on Exploited – Crimes Against Humanity, Million Kids will explore how predators use online gaming and chat rooms to access, groom, recruit and exploit our young people. We will examine the impact of animated sex (soon to be virtual reality sex) and violence, the occult, and sorcery. We will look at the Tetris Effect as a player is obsessed with score-keeping and performance. And, we will look at the need of the player to be “part of the team” — rising and falling with acceptance and rejection based on his or her performance in the game and support of the team. We will also look at t

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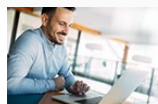
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