

## **Virtual Violence - Psalms 140**

**To-day, we are going to look at an issue that has recently gripped humanity, in a way that has not been seen before throughout history. This is Virtual Violence, and what it is doing to people, and especially the children. It was bad enough when people had to deal with physical violence, intimidation and threats. At least they could retreat to their sanctuary and be safe, for a while. But now, this new extension of virtual violence can reach them almost anywhere on the planet, and all the time. It surrounds the victim with others, who have descended into virtual hen-pecking. This is now called cyber-bullying, and can, and has resulted in all too many suicides. And every life lost is a tragedy.**

**Virtual reality (violence) is rampant due to the rapid advances in modern technology. Is it good or bad? What about the latest craze, Pokemon Go? Young people are going everywhere with their noses glued to their digital device, trying to find that elusive monster. But problems are appearing already. Invasions of private property, careless walking and accidents, even criminal activities are happening. In fact, it has gotten so far out of control that the players are referred to as Pokemon Zombies.**

**People may ask why God did not warn them. Well, He did, and at the beginning of time. It is in a book, called the Holy Bible.**

**Genesis 2:15-17 And the LORD God took the man, and put him into the garden of Eden to dress it and to keep it. 16 And the LORD God commanded the man, saying, Of every tree of the garden thou mayest freely eat: 17 But of the tree of the knowledge of good and evil, thou shalt not eat of it: for in the day that thou eatest thereof thou shalt surely die. (Just 1 forbidden!)**

**James 4:7 Submit yourselves therefore to God. Resist the devil, and he will flee from you.**

**Summarized of Salvation through Jesus.**

**Luke 10:19 Behold, I give unto you power to tread on serpents & scorpions, & over all the power of the enemy: and nothing shall by any means hurt you.**

**Romans 16:20 And the God of peace shall bruise Satan under your feet shortly. The grace of our Lord Jesus Christ be with you. Amen.**

**Strong's #01847 da'ath *dah'-ath* AV-knowledge 82, know 6, cunning 1, unwittingly 2 + 01097 2, ignorantly + 01097 1, unawares + 01097 1; 93 1) knowledge 1a) knowledge, perception, skill 1b) discernment, understanding, wisdom.**

**Hebrews 5:14 But strong meat belongeth to them that are of full age, even those who by reason of use have their senses exercised to discern both**

**good and evil.**

**Strong's #07451 ra' *rah* or fem. ra'ah AV-evil 442, wickedness 59, wicked 25, mischief 21, hurt 20, bad 13, trouble 10, sore 9, affliction 6, ill 5, adversity 4, favoured 3, harm 3, naught 3, noisome 2, grievous 2, sad 2, misc 34; 663**  
**adj 1) bad, evil 1a) bad, disagreeable, malignant 1b) bad, unpleasant, evil (giving pain, unhappiness, misery) 1c) evil, displeasing 1d) bad (of its kind-land, water, etc) 1e) bad (of value) 1f) worse than, worst (comparison) 1g) sad, unhappy 1h) evil (hurtful) 1i) bad, unkind (vicious in disposition) 1j) bad, evil, wicked (ethically) 1j1) in general, of persons, of thoughts 1j2) deeds, actions**

**n m 2) evil, distress, misery, injury, calamity 2a) evil, distress, adversity 2b) evil, injury, wrong 2c) evil (ethical) n f 3) evil, misery, distress, injury 3a) evil, misery, distress 3b) evil, injury, wrong 3c) evil (ethical).**

**Strong's #02896 towb tobe AV-good 361, better 72, well 20, goodness 16, goodly 9, best 8, merry 7, fair 7, prosperity 6, precious 4, fine 3, wealth 3, beautiful 2, fairer 2, favour 2, glad 2, misc 35; 559**

**adj 1) good, pleasant, agreeable 1a) pleasant, agreeable (to the senses) 1b) pleasant (to the higher nature) 1c) good, excellent (of its kind) 1d) good, rich, valuable in estimation 1e) good, appropriate, becoming 1f) better (comparative) 1g) glad, happy, prosperous (of man's sensuous nature) 1h) good understanding (of man's intellectual nature) 1i) good, kind, benign 1j) good, right (ethical) n m 2) a good thing, benefit, welfare 2a) welfare, prosperity, happiness 2b) good things (collective) 2c) good, benefit 2d) moral good n f 3) welfare, benefit, good things 3a) welfare, prosperity, happiness 3b) good things (collective) 3c) bounty**

**So, it is apparent that there are two kinds of knowledge, from God's Point of View. There are no 50 shades of grey, like situational ethics. There is a good knowledge, that is used to help mankind in a Godly, uplifting way. And there is an evil knowledge, that is used to oppress humanity in a devilish way. And the difference is as clear as between day and night. While many things can be used either way, like dynamite; others are pure diabolical, as the occult and pornography.**

**Modern technology can be used either way. The challenge for believers is to discern what is Godly, and what is not. Again the Holy Bible sets the parameters, as is given in the Ten Commandments. Please note that they are not the Ten Suggestions, where you can select three.**

**Exodus 20:1-17 And God spoke all these words, saying: 2 I *am* the LORD your God, who brought you out of the land of Egypt, out of the house of bondage. 3 You shall have no other gods before Me. 4 You shall not make for yourself a carved image, or any likeness *of anything* that *is* in heaven above, or that *is* in the earth beneath, or that *is* in the water under the earth; 5 you shall**

not bow down to them nor serve them. For I, the LORD your God, *am* a jealous God, visiting the iniquity of the fathers on the children to the third and fourth *generations* of those who hate Me, 6 but showing mercy to thousands, to those who love Me and keep My commandments. (no idolatry)7 You shall not take the name of the LORD your God in vain, for the LORD will not hold *him* guiltless who takes His name in vain. 8 Remember the Sabbath day, to keep it holy (no blasphamy). 9 Six days you shall labor and do all your work, 10 but the seventh day *is* the Sabbath of the LORD your God. *In it* you shall do no work: you, nor your son, nor your daughter, nor your male servant, nor your female servant, nor your cattle, nor your stranger who *is* within your gates. 11 For *in* six days the LORD made the heavens and the earth, the sea, and all that *is* in them, and rested the seventh day. Therefore the LORD blessed the Sabbath day and hallowed it.

1 Corinthians 6 Referred to Paul on the sabbath in the New Covenant.

Exodus 20:12 Honor your father and your mother, that your days may be long upon the land which the LORD your God is giving you. 13 You shall not murder. 14 You shall not commit adultery. 15 You shall not steal. 16 You shall not bear false witness against your neighbor. (no lying, purgery) 17 You shall not covet your neighbor's house; you shall not covet your neighbor's wife, nor his male servant, nor his female servant, nor his ox, nor his donkey, nor anything that *is* your neighbor's.

Now apply these standards to your modern tech, your digital devices and the software on them. Does everything that you are involved in please Our Lord Jesus? If not, then it fits under the Knowledge of Evil.

Would there be any secular empirical evidence about the knowledge of evil, and how it is manifesting in virtual violence?

July 2016 - American Academy of Pediatrics - Policy Statement - Virtual Violence - Abstract

In the United States, exposure to media violence is becoming an inescapable component of children's lives. With the rise in new technologies, such as tablets and new gaming platforms, children and adolescents increasingly are exposed to what is known as "virtual violence." This form of violence is not experienced physically; rather, it is experienced in realistic ways via new technology and ever more intense and realistic games. The American Academy of Pediatrics continues to be concerned about children's exposure to virtual violence and the effect it has on their overall health and well-being. This policy statement aims to summarize the current state of scientific knowledge regarding the effects of virtual violence on children's attitudes and behaviors and to make specific recommendations for pediatricians, parents, industry, and policy makers.

**Media violence is woven into the fabric of American children's lives. As recently as the year 2000, every G-rated movie contained violence, as did 60% of prime time television shows. In 1998, the most comprehensive assessment of screen violence was completed. It estimated that the typical child will have seen 8000 murders and 100,000 other acts of violence (including rape and assault) before middle school. The 1998 report was limited to television, which was appropriate at the time, because it was the primary platform exposing children to violence. Today's children experience screen violence on many different platforms, including computers, video games, and touch-screen devices, in addition to longstanding platforms, such as televisions. Increasingly, media researchers and pediatricians refer to children's "media diets" as a way of conveying the amount and type of media that is consumed. Like food diets, media diets can be healthy or unhealthy, balanced or imbalanced, or healthy in quality but unhealthy in quantity.**

**This policy statement uses the term "virtual violence" to discuss all forms of violence that are not experienced physically and, in particular, to encompass the extent to which children increasingly experience violence in more realistic ways than they have before. Virtual violence includes first-person shooter games and other realistic video games and applications. Furthermore, the terms "aggression" and "violence" are not used interchangeably. For the purposes of this policy statement, human *aggression* is defined as any behavior *intended* to harm another person who does not want to be harmed. The harm can be psychological or physical. *Violence* is defined as aggression that has as its goal extreme physical harm, such as injury or death. For example, a snarling dog is behaving aggressively; once it bites, it has resorted to violence. A person who verbally abuses another would not be committing an act of violence by this definition. Thus, all violent acts are aggressive, but not all aggressive acts are violent. By analogy, passing a roaring monster as an avatar in a video game is experiencing virtual aggression and being shot to death in a first-person shooter game is experiencing virtual violence.**

### **Evidence of the Impact of Virtual Violence**

**Since the first congressional hearings were held on the potential linkage between television violence and homicides in 1952, hundreds of studies exploring the effects of media violence have been conducted. Notably, over the ensuing decades, media violence has evolved to become both more prevalent and more intense.**

**Some brief mention of the types of studies performed is necessary to set the stage for the conclusions that can be, and have been, drawn. Studies have been observational and experimental as well as laboratory and field based.**

**End points have included aggressive thoughts, angry feelings, and actual observed or reported aggression. Finally, studies have assessed short- and long-term exposure and proximate or distant aggressive actions. Accordingly, the scientific landscape is complex, because researchers have used different methods on different populations over time. Although individual research approaches may have shortcomings, when one considers the overall body of research the linkage between virtual violence and aggression has been well supported and is robust.**

**One research challenge has been to conclude that laboratory aggression can act as a proxy for what may happen in the real world. Consider a typical laboratory study in which subjects are randomly assigned to play a violent or nonviolent video game. They are then assessed for their willingness to administer pain in the form of unpleasant sounds (eg, mixture of fingernails scratching on blackboards, dentist drills, blow horns, and fire alarms), at a decibel of their choice within the limits of a nondamaging range, to a person who, unbeknownst to the participants, is part of the research team. Those who played a violent video game administered the sounds at a higher level and for a longer period of time. Although it is true that the situation of having a pain-inflicting auditory device at one's disposal does not occur in the real world, (except at a picket line blowhorns) there is no reason to doubt the tendency or willingness to inflict pain would be less in the real world than in the laboratory, especially given study subjects' awareness that they were being observed while in the laboratory.**

**It is true that an experimental, real-world study that links virtual violence with real-world violence has not been conducted. Such a study will never be undertaken for several reasons, including the fact that actual violence is, fortunately, so rare that an exceedingly large sample size would be needed, and inducing and observing actual violence by manipulating subjects would never pass ethical scrutiny. But experimental linkages between virtual violence and real-world aggression have been found. For example, a recent experimental study conducted in the real world motivated parents to change their children's media diet by substituting prosocial programs in place of violent ones. This study found decreases in aggression and improvement in overall behavior.**

**Understanding the risks of media violence can be complicated when research studies have found mixed results using varying methods. Fortunately, meta-analyses have been performed to combine the available research findings and to provide an overall estimate of the risks. Summarizing the results of more than 400 studies including violent media of all types, researchers found there was a significant association between exposure to**

**media violence and aggressive behavior, thoughts, angry feelings, and physiologic arousal. Another study performed a similar analysis focusing only on video games. The results, based on 140 such studies, found slightly larger negative effect sizes. Some contend, rightly, that these correlations are in the small to moderate range, but they are stronger than the associations between passive smoking and lung cancer, and many municipalities have banned smoking because of that risk.**

**Parents should be mindful of what shows their children watch and which games they play. When possible, they should co-play games with their children so as to have a better sense of what the games entail. Young children (under 6 years) need to be protected from virtual violence. Parents should understand that young children do not always distinguish fantasy from reality. Cartoon violence can seem very real, and it can have detrimental effects. Furthermore, first-person shooter games, in which killing others is the central theme, are not appropriate for any children.**

**That was in the world, what about in the Bible?**

**David experienced about as much abuse as one can imagine. The one who was supposed to be his protector, King Saul, actually was his assailant. Saul had become so obsessed with his deficiencies, that his jealousy drove him to try to kill David on many occasions. Finally, it became clear to David that he could no longer stay in Israel. So he relocated to the Philistines for a while. Even though David despaired for his life many times, he did not give up and commit suicide. He trusted in the Lord, as many of his Psalms show. Psalms 23 is a favourite in times of trouble. Yes, David prayed a lot too. He left us with a very appropriate one to use when dealing with violence.**

**Psalms 140:1-13 (AV) & (NKJV)**

**Psalms 140:1 (AV) To the chief Musician, A Psalm of David. Deliver me, O LORD, from the evil man: preserve me from the violent man; (written when running away from Saul.)**

**Isaiah 53:9 And He made His grave with the wicked, and with the rich in His death; because He had done no violence, neither was any deceit in His mouth.**

**Psalms 140:1 (NKJV) To the Chief Musician. A Psalm of David. Deliver me, O LORD, from evil men; Preserve me from violent men,**

**Psalms 140:2 (AV) Which imagine mischiefs in *their* heart; continually are they gathered together *for* war.**

**Romans 3:23 For all have sinned, and come short of the glory of God;**

**John 10:10 The thief cometh not, but for to steal, and to kill, and to destroy: I am come that they might have life, and that they might have it more**

abundantly.

**Psalms 140:2 (NKJV) Who plan evil things in *their* hearts; They continually gather together *for* war.**

**Genesis 6:5 And GOD saw that the wickedness of man was great in the earth, and that every imagination of the thoughts of his heart was only evil continually.**

**Psalms 140:3 (AV) They have sharpened their tongues like a serpent; adders' poison *is* under their lips. Selah.**

**Psalms 140:3 (NKJV) They sharpen their tongues like a serpent; The poison of asps *is* under their lips. Selah**

**Matthew 18:18 Verily I say unto you, Whatsoever ye shall bind on earth shall be bound in heaven: and whatsoever ye shall loose on earth shall be loosed in heaven.**

**Psalms 140:4 (AV) Keep me, O LORD, from the hands of the wicked; preserve me from the violent man; who have purposed to overthrow my goings.**

**Psalms 140:4 (NKJV) Keep me, O LORD, from the hands of the wicked; Preserve me from violent men, Who have purposed to make my steps stumble.**

**Psalms 23:4,5 Yea, though I walk through the valley of the shadow of death, I will fear no evil: for Thou art with me; Thy rod and Thy staff they comfort me. 5 Thou preparest a table before me in the presence of mine enemies: Thou anointest my head with oil; my cup runneth over.**

**Psalms 140:5 (AV) The proud have hid a snare for me, and cords; they have spread a net by the wayside; they have set gins for me. Selah.**

**Psalms 140:5 (NKJV) The proud have hidden a snare for me, and cords; They have spread a net by the wayside; They have set traps for me. Selah**

**Isaiah 14 & Ezekiel 28 Summarized of the devil's pride & fall.**

**Isaiah 30:21 And thine ears shall hear a Word behind thee, saying, This is the way, walk ye in it, when ye turn to the right hand, and when ye turn to the left.**

**Psalms 140:6 (AV) I said unto the LORD, Thou *art* my God: hear the voice of my supplications, O LORD.**

**Psalms 140:6 (NKJV) I said to the LORD: You *are* my God; Hear the voice of my supplications, O LORD.**

**Psalms 140:7 (AV) O GOD the Lord, the strength of my salvation, thou hast covered my head in the day of battle.**

**Psalms 140:7 (NKJV) O GOD the Lord, the strength of my salvation, You have covered my head in the day of battle.**

**1 Samuel 17 Summarized of David versus Goliath.**

**Ephesians 6 Referred to the Gospel armour.**

**Psalms 140:8 (AV) Grant not, O LORD, the desires of the wicked: further not his wicked device; *lest* they exalt themselves. Selah.**

**Psalms 140:8 (NKJV) Do not grant, O LORD, the desires of the wicked; Do not**

further his *wicked* scheme, *Lest* they be exalted. (Pride) Selah  
Proverbs 16:18 Pride goes before destruction, & a haughty spirit before a fall.  
Referred to God dealing with belshazzar & Nebuchadnezzar, etc.

Psalms 140:9 (AV) *As for* the head of those that compass me about, let the mischief of their own lips cover them.

Psalms 140:9 (NKJV) *As for* the head of those who surround me, Let the evil of their lips cover them;

John 8 Summarized of the account of the adultrous woman. V10,11 When Jesus had lifted up himself, and saw none but the woman, he said unto her, Woman, where are those thine accusers? hath no man condemned thee? 11 She said, No man, Lord. And Jesus said unto her, Neither do I condemn thee: go, and sin no more.

Psalms 140:10 (AV) Let burning coals fall upon them: let them be cast into the fire; into deep pits, that they rise not up again.

Psalms 140:10 (NKJV) Let burning coals fall upon them; Let them be cast into the fire, Into deep pits, that they rise not up again.

Deuteronomy 32:35 To Me belongeth vengeance, and recompence; their foot shall slide in due time: for the day of their calamity is at hand, and the things that shall come upon them make haste.

Romans 12:19 Dearly beloved, avenge not yourselves, but rather give place to wrath: for it is written, Vengeance is mine; I will repay, saith the Lord.

Psalms 140:11 (AV) Let not an evil speaker be established in the earth: evil shall hunt the violent man to overthrow *him*.

Psalms 140:11 (NKJV) Let not a slanderer be established in the earth; Let evil hunt the violent man to overthrow *him*.

Acts 9 Referred to violent Saul saved as the apostle Paul.

Psalms 140:12 (AV) I know that the LORD will maintain the cause of the afflicted, *and* the right of the poor.

Psalms 140:12 (NKJV) I know that the LORD will maintain The cause of the afflicted, *And* justice for the poor.

1 John 2:1 My little children, these things write I unto you, that ye sin not. And if any man sin, we have an advocate with the Father, Jesus Christ the righteous:

Psalms 140:13 (AV) Surely the righteous shall give thanks unto thy name: the upright shall dwell in thy presence.

Psalms 140:13 (NKJV) Surely the righteous shall give thanks to Your Name; The upright shall dwell in Your presence.

John 16:7 Nevertheless I tell you the truth; It is expedient for you that I go away: for if I go not away, the Comforter will not come unto you; but if I depart, I will send Him unto you.

In order to effectively deal with virtual violence, parents will have to set a good and Godly example. Are they obsessed with violent and occult laden



**video games, like Diablo, Grand Auto Theft, Call of Duty etc.? Internet pornography can also be added to the list. Children are very observant and can spot hypocrisy a long way off. Just getting rid off the ungodly items is only the beginning. Confessing the sins is necessary too.**

**Then break off the evil and ungodly soul ties with every aspect of them.**

**Ask Our Lord Jesus for His angels to gather up all the lost and fragmented pieces of the soul, and to restore your soul.**

**Psalms 23:3 He restoreth my soul: He leadeth me in the paths of righteousness for His Name's sake.**

**Now you will need all those demons that you picked up, or had reinforced cast out in Jesus' Name.**

**Maintain a new life style or the New Life in Christ. Now delegate the time and energy that was wasted invirtual violence on your digital devices to serve Our Lord Jesus Christ. Accumulate a good list of Bible Promises, like Psalms 140, that we just went through and use them regularly.**

**The virtual shedding of blood is equivalent to the actual shedding, and it strengthens the demons. This needs to be cut off also.**

**We have much info on our site to assist you. Videos on Deliverance are available. Under the Mass Deliverances, there is a section on Violence with many audios. They should keep you busy for a while. Pray for your children too. They are really vulnerable. Many people are de-sensitized to violence.**

**Ezekiel 22 Referred to confessing sins of leaders.**

**1 Corinthians 6:19 What? know ye not that your body is the temple of the Holy Ghost which is in you, which ye have of God, & ye are not your own?**

**Daniel 1:8 But Daniel purposed in his heart that he would not defile himself with the portion of the king's meat, nor with the wine which he drank: therefore he requested of the prince of the eunuchs that he might not defile himself.**

**Matthew 10:37 He that loveth father or mother more than Me is not worthy of Me: and he that loveth son or daughter more than Me is not worthy of Me.**

**Luke 14:26 If any man come to Me, and hate not his father, and mother, and wife, and children, and brethren, and sisters, yea, and his own life also, he cannot be My disciple. (Love Jesus more!)**

**Praise the Lord!            Praise the Name of Jesus!**

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