

OUT OF TOUCH: Couples are all over each other at first, but the physical contact often fades, **D3**

OFF TO A SINGING START: Local talent provides silver lining to Opéra de Montréal's financial cloud, **D5**

ARTS&LIFE

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ARE WE LOSING OUR SELVES IN A HIGH-TECH COCOON?

DOES TODAY'S
TECHNOLOGY PRESENT US
WITH SO MANY
ALTERNATIVES TO REALITY
AND GENUINE HUMAN
CONTACT THAT WE'RE IN
DANGER OF LOSING TOUCH
WITH NORMAL CIVILIZED
BEHAVIOUR?

MARIAN SCOTT
THE GAZETTE

The murderous villagers swarm toward Leon, swinging pitchforks and sickles. Flames lick the lifeless body of his driver, strung up in the town square.

Leon shoots, blowing off the head of an aproned peasant woman who emits a guttural shriek before staggering to her knees, blood spurting from her severed neck.

"The point of this part is to stay alive," says Jason De Vilhena, gripping the game console tensely as he aims Leon's pistol at the screen villains.

Welcome to the grisly world of Resident Evil 4, a popular video game in which U.S. agent Leon S.

Kennedy battles evil villagers in a remote corner of Europe.

Does fantasy savagery like this fuel real-life violence?

That question is being revived in the wake of the Sept. 13 shooting rampage at Dawson College. Kimveer Gill, 25, killed an 18-year-old student and injured 20 people before turning his gun on himself.

For some, the tragedy is an indictment of the power of new media to cocoon us in a cultural bubble of our choosing.

Please see VIOLENCE, Page D5