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Rape Video “Game” Appalling and Unacceptable NOW-NYC Statement

New York, NY- The National Organization for Women-New York City joins in support with NYC Council Speaker Christine C. Quinn and the NYC Alliance Against Sexual Assault to call on all U.S. video distributors to refuse a rape simulation game from being sold or distributed.

“There is absolutely no circumstance in which it’s okay to make rape a game. We can’t stand by and allow a rape ‘game’ in a virtual world, especially when the real world statistics remain outrageous and unacceptable,” says NOW-NYC deputy director, Jean Bucaria.

A staggering 20 percent of women will experience rape or attempted rape during their college years. According to a 2006 National Crime Victimization Survey, over 600 women are raped or sexually assaulted in the U.S. EVERY DAY. The trauma and emotional pain can last a lifetime.

“Violence against women remains a national epidemic. We won’t stand by and watch teens and adults become numb to the reality of such violence, by allowing a serious and violent crime to be depicted as play,” says NOW-NYC president Sonia Ossorio. She adds, “It’s important that we also ask ourselves—is a rape simulation game the result of so much sexual violence portrayed as entertainment in pop culture?”

The National Organization for Women is the nation’s largest organization working to advance women’s rights and improve women’s lives. The New York City Chapter of NOW, founded in 1966, is one of the largest chapters in the country with over 5,000 members locally and 35,000 statewide. NOW-NYC works to protect women’s reproductive choices, end violence against women and eliminate sex discrimination in our schools, workplaces, and the justice system in New York.

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