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In case you were wondering - that's not Matt Damon!

[Matt Damon Considers Bourne Game too Violent](#)

Violent movies and violent video games are not the same thing, of course

If you were wondering why "[The Bourne Conspiracy](#)" game didn't feature Bourne himself - Matt Damon, that is, you should know that it wasn't the money offered to him, the quality of the game or anything that would generally make a star say "no". The reason Matt Damon refused to work with the developers for [The Bourne Conspiracy](#) is that... the game is far too violent! MTV Multiplayer reported this story after having a chat with High Moon Studios director of business Meelad Sadat - Damon was in negotiations to lend his voice and likeness when development was getting off the ground, but he took issue with the game's level of violence and pulled out. If you wonder how come violence in video games scares the actor, while some of his movies are full of dead bodies and violence, well... it's because they're different (whatever that means). This is the conclusion that results from the discussion Matt Damon's mother had with The Boston Globe earlier this month, where she said, "I am very wary of violent video games. Research shows they desensitize kids to violence, even more because they engage kids in committing violence." Yes, and other researchers have found out that violent video games actually calm people down, so it just depends on the person to believe anything he or she wants. Whatever..."Matt and I don't share the same views about violence in adult films, but we do see eye-to-eye on the importance of protecting children," she said. "We both support regulations to stop the marketing of violence in films to children through violent toys, products, and video games." If that's the case, I would like to see Matt Damon say no to a movie project (a big one, where huge amounts of US dollars are involved) because it is too violent and it would hurt the children. Of course this would never happen. Maybe some people simply aren't made for video games. And maybe it really is better, as the developers say: not having Matt Damon in The Bourne Conspiracy allowed them to create a brand new character for players to assume the identity of.