

# AN EXPLANATION OF PSYCHOLOGICAL RESEARCH ON THE EFFECTS OF VIOLENCE ON TELEVISION ON CHILDREN

*Early research on the effects of viewing violence on television " especially among children " found a desensitizing effect and the potential for aggression.*

Three were head and neck shots and were kills. The interpretation of effect size in both medical and social science remains in its infancy. Media violence on TV is a reflection of the level of violence that occurs in the real world. More recently, media violence researchers who argue for causal effects have acknowledged that societal media consumption and violent crime rates are not well associated, but claim that this is likely due to other variables that are poorly understood. Traditionally, researchers have selected one violent game and one non-violent game, yet shown little consideration of the potentially different responses to these games as a result of differences in other game characteristics e. This actual person-on-person violence actually decreased aggressive acts in the children, probably due to vicarious reinforcement. The act of imitating what they have seen on a television show causes injury to themselves or others around them. Positive parenting role models indicate that in the best interest of our children we should limit their exposure to violent acts. Goldstein Small "effects" sizes. Failure to acknowledge the role of social contexts in which media violence is experienced. In one research revealed that both impulsive and reflective young adults showed increased amounts of violent aggression towards play objects after playing violent and non-violent video games. These two instances in a whole may be small evidence however, proves that violent media play a role in such violence. Critics of video games claim that watching violent television is less detrimental due to the children not physically playing out the violence. The Psychological Effects of Violent Media on Children Everything that children see or hear in the media early on in their lives affects them in some way. Concerns about the 'effect' of media violence is far less prominent in public and academic discourse in Europe and other parts of the developed world. Many experimental measures of aggression are rather questionable i. Elucidated largely by David Gauntlett , [9] this theory postulates that concerns about new media are historical and cyclical. Eventually the panic dies out after several years or decades, but ultimately resurfaces when yet another new medium is introduced. This leads to an excess number of manufactured video games and store bought materials to entertain them. The types of crimes were divided into two categories, violent crimes and non-violent crimes. It is believed that acting out such violence as opposed to just viewing the violence causes the children to become more familiar with how to act out violence without consequences. However, some scholars argue that the measurement tools involved are often unstandardized, sloppily employed and fail to report reliability coefficients. There have been several accidents related to young men attempting stunts that are done on the show. Within theoretical models explaining the influence of violent video game exposure on aggressive attitudes and behaviour, no acknowledgement is made towards understanding the influence of social gaming experiences and contexts on these outcomes. As with Michael Carneal, from Kentucky, who in shot and killed three of his classmates. Failure to account for "third" variables. The fact is that research is stronger towards media violence being a precursor to increased aggression in children and young adults. Given that some scholars estimate that children's viewing of violence in media is quite common, concerns about media often follow social learning theoretical approaches. Unfortunately violent situations are all too common in everyday entertainment and there are far less programming choices that are non-violent than there are violent. At the age children begin to play video games they have not quite developed the ability to distinguish between what is reality and what its not. They were then asked to watch a minute video of real life violence. The main concern of critics has been the issue of the external validity of experimental measures of aggression. Some early work has supported this view e. That is way beyond the military standard for expert marksmanship. In the act of a busy life we all tend to forget the real life issues. Whatever you believe, the US surgeon generals report only suggests possible short term effects. The students who had played the violent video games were observed to be significantly less affected by a simulated aggressive act than those who didn't play the violent video games. Even if the choices did exist the research has proven parents actually have no clue as to what their children watch on television. Similarly, this theory fails to explain why violent crime rates including among juveniles dramatically fell in

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the mid s and have stayed low, during a time when media violence has continued to increase, and saw the addition of violent video games. Art imitates modes of life, not the other way around: it would be better for Congress to clean that society than to clean that reflection of society. The only part of the issue that researchers do agree about is that violent media types are not the only cause of children committing violent acts. Unfortunately, violence is one of the most popular forms of entertainment. In the research world, the meaning of " statistical significance " can be ambiguous. In other words, the children may have viewed the videos as instructions, rather than incentives to feel more aggressive.