

Violence in media

[Sociology](#), [Violence](#)



Poor relationships), education (Insignificant schooling), socioeconomic status and community (egg. Neighborhood violence) M; West, M; Marrow, D; Hamburger, M; Boxer, P, 2008, p. 929). Although exposure to media violence is not the primary motive for aggressive behavior, it is however, the single most curable contributing reason. Violence is noticeably becoming a key factor within today's society; media's interpretation and representation of violence on all forms of interaction must play a role on our behavior to date.

Theorists have established from recent research that violent media for instance, video games and movies, " temporarily increase aggressive thoughts. Aggressive affect and physiological arousal" (Carnage, Anderson, & Bartholomew, 2007, p. 179), thus creating violent behaviors. In addition, Anderson cited that, " the industry markets violent video games to underage kids" (Anderson, 2004, p. 11 which evokes violent thoughts, imitation and aggressive actions. Through this proposed study a major issue raised within the area of media violence would be addressed.

This issue that needs to be non-insured is the long-term effects that may occur to the youth. In this context, " physiological desensitizing displays reduced or no emotional feelings or empathy for others, due to media influencing thoughts, feelings and motives; primarily this has become a concern as media increased the likelihood of violent behavior" (Houseman, L & Taylor, L, 2006; & Carnage, N, Anderson, C & Bartholomew, B, 2007). The aim of this study is to investigate the potential gaps to help understand the relationship between violence in the media, and aggressive behavior between the youth of today.

Firstly, notwithstanding the substantial information already gathered on the short-term effects of media violence, little study has been able to link media and young adults to seriously violent behavioral tendencies (Hobart, M; West, M; Marrow, D; Hamburger, M; Boxer, P, 2008, p. 930). Secondly, the studies undertaken to date on the effects of media violence influencing hostile behavior, seem to be more noticeable for the earlier years with once again only touching the boundaries in regards to adolescents.

This study will analyse behavior and affects as not been fully investigated & recorded in the past due to concentration of research on media violence on adolescents. I wish to undertake this research to see if a link can be established between media violence and the seemingly known aggression for this age group. If proven this would assist our legislators draft comprehensive legislation, based on sound research, to address issues & provide protection for our youth going forward. Analyses of this study will focus particularly on the pervasiveness and the characteristics of young adults exposed to violence through movies and video games.

Aims and Objectives The specific aim of this study is to critically assess the association between violence in the media and the expression of seriously violent behavior among the youth, ages 18-24, in a quota sample. The objectives of this project are to: 1. Critically examine existing knowledge and gaps on this particular topic. 2. Classify and examine the different effects for different media. 3. Develop further theory to examine if media violence is considered a problem. 4. Evaluate people's perceptions of the impact media violence has on themselves and other young individuals in the

youth. . Make recommendations to address issues and provide protection for the youth going forward. Literature review A significant and growing body of researchers state that the " youth exposure to media violence leads to increased aggressiveness" (Slater. M, Henry, K, Swami, R & Anderson, L, 2003, p. 713). This can be seen as a serious problem within the society; due to the fact media violence primes the viewers for aggressive behavior by stimulating violent-related thoughts, evokes imitation and increases arousal (Meyer, 1010, P. 243).

Nonetheless, many individuals believe that media violence will not affect them negatively or directly. However, the outcomes for media violence present instant effects or long-term effects within individuals, especially throughout the numerous types of media. From a social-neuroscience viewpoint, video games are portrayed as a different type of media than television and movies, mainly because " video games are more interactive and immerse, engaging neural systems which activate and effect aggressive behaviors" (Carnage, Anderson, & Bartholomew, 2007, p. 79); in this context, video games primarily engage the players, allowing these players to identify themselves as the attacker, to receive direct awards and promote In addition, physiological desensitizing needs to be considered for the youth as this theory leads to reduced or no emotions towards others as suggested by Carnage, Anderson & Bartholomew, where they state Moline in movies and on television has changed many individuals reactions so much that they laugh at human suffering, thus suggesting that this immediate effect is linked to an increase in aggression and reduced sympathy' (2007, p 180).

Therefore this may demonstrate Eng term and repeated exposure to violence in all aspects of the media can influence and increase aggression throughout their lifep. Various studies previously undertaken regarding video game violence and its possible promotion of antisocial behavior, shows the individual identifying and role-playing the violent characters. This is evident in a study conducted by Douglas Gentile (2004) about young individuals who frequently played violent video games, and were more likely to have increased aggression and fights then those who participated in non-hostile media games.

Similarly, Potter suggests that " when violence permeates the media year after year in all kinds of programming and when the message of that violence is antisocial, the mean of society is likely to move gradually in an antisocial direction" (Potter, 2003, p. 50), therefore, creating the key idea that individuals will try harder to gain social acceptance through aggressive actions due to the cause of violent media. SECTION B: Methodology and Research design Methodology The proposed research conducted would be best lead through an interpretative paradigm as the theoretical framework for this study.

Interpretative seeks to comprehend and describe human social reality, an understanding that is diverse for every individual person (Walter, 2010). This research will endeavourer to understand the impact media violence has on the youth within society and how behavior can be influenced and imitated through observational viewing. To comprehend the aim of this study, a mixed methodology of quantitative and qualitative research will be used for

the investigation. As part of the quantitative research, quota sampling will be utilized to segregate the population as the research focuses only on the youth populace, ages 18-24.

Additionally, a convenience random sample survey on survey monkey will be utilized to gain the data of a small sample group consisting of 20 individuals. The questions asked will help gain personal perspectives of individuals and assist in understanding, if, why and how types of media cause aggression and behavioral changes in the youth. Furthermore, other factors such as socioeconomic status, environmental, and education aspects are considered within the sample survey as they can determine whether individual's behaviors can be just affected by these factors or also linked in with media violence.

Research portrayed suggested that lower socioeconomic status societies on average watch more television, thus presents higher dosage of media violence (Cantor, J, 2000). This project will gather information from key individuals based on their own. The qualitative approach will be applied to analyses numerous types of literature and data to support the research proposal. This project will conduct a detailed investigation into the study conducted by Anderson, C & Dill, K (2000) on their examination of violent video games affecting aggressive behaviors in the laboratory and in life.

Anderson, C & Dill, K (2000) study the ways in which media shapes individual behaviors based on aggression-related variables and personal characteristics. The myriad types of literature will be thoroughly examined and compared with the quantitative study to finalist an outcome. Research

design The research aims to understand whether young individuals within today's society are influenced and dominated by the violence portrayed within the media, which can lead to changed behaviors. The first task is to select the participants for this convenient random sample survey.

This research will target the youth populace; ages 18-24, with 20 participants both male and female conveniently selected to participate. All participant's will remain anonymous and will take place through survey monkey in order for subjects to easily access the sample survey. The second task is to provide the link to the youth, ages 18-24, for the sample survey to be completed. The link will be conveniently published on the University of Western Sydney Backbone page to gain anonymous participants. The surveys will consist of liker- type and open-ended questions to make the survey in-depth, yet ass to complete.

A third task to be undertaken whilst the surveys are being completed is to conduct the qualitative approach within this study. This methodology will be utilized to examine myriad types of literature to gather and compare data to gain an outcome. The data gathered will be analyses through statistical and text analysis of the methodology developed. Through survey monkey, the data is manually analyses from the participant surveys completed, in which, an excel sheet will be created and the results conveyed within the survey will be investigated further to help validate the proposal.

Ethical procedures Ethical considerations are essential when undertaking research methodology. Issues such as confidentially, anonymity and the right to withdrawal from the study are significant principles that are put in place

for this study, for the respect of the participants. Informed consent is the cornerstone for research and an important aspect provided to potential subjects. This study will provide the participants with an information sheet detailing all the information about the study being conducted in a clear and brief manner.

Along with the information sheet, a consent form will be sent voluntarily and to be free from coercion. For ethical reasons, subjects will only be allowed to complete this study if they are 18 years of age; this will be clearly stated in the consent form to avoid any issues further down the track. The process of the consent form will also imply that subjects have the right to withdrawal from the study at any point. The right to confidentiality is essential in research (Polite & Beck, 2010) but may be conflicting in this proposed study.

This is due to the facts that the surveys will be asking for their own perspectives, opinions and experiences, which may lead to break confidentiality. However, participant's identities will remain protected from the public. Through the research methodology for this study, there is a myriad of benefits and risks that may be presented. With the online surveys being the primary form of data collection for this study, this has allowed for a cost-effective and efficient way of collecting information from a population.

However, concerns arise with this form of surveying, as it is not secure in preventing under age individuals from completing it. In addition, a risk that may influence this study is the fact that not all youths are the same and what may disturb one individual may have no effect on another. Likewise, development concerns, emotional maturity and relationships with others

seem to be a much more significant role in determining if an individual is at risk for violent behavior (Media smart, 2012).