

Violence in the media

Psychology



Violence in the media Human beings, while always willing to try something that they witness someone else do, are the most impressionable during their childhood years. The greatest source of acts and behaviors for children to reenact and learn from are found in the media, via television shows, movies, and video games. A study undergone, and then later followed up, from 1977 to 1992 revealed that exposure to media violence increases aggression in children regardless of their social status, normal levels of aggression, and environment (Huesmann, 2003). As such, parents need to take it upon themselves to limit their children's exposure to violence in the media.

When children are subjected to images of violence and negative and aggressive behaviors as seen in the media, they take on the behaviors for their own use. This does not arise until children reach adulthood, but the behaviors implant themselves into the children's minds as they witness them. The aggressive behavior leaves a lasting impression on children, even if it may not seem like it. If the child is able to identify with a character, one who is displaying aggressiveness, the child will look up to them and their behavior. As they get older, what they have learned from the media in their childhood will come back to them and they will respond to situations in such a way (Grimes, 2007).

It is important for parents to stop the aggressive behavior before it has time to set in. If children are allowed to engage in media that displays aggression without a mediator teaching them the importance of not resorting to the behavior, the child will become increasingly display their own aggressive behavior as they get older. Since sixty-nine percent of children's programming contains aggression and violence (The Henry J. Kaiser Family Foundation, 2003), parents either need to thoroughly monitor what their

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children watch, or else view the shows with them and explain what is or is not appropriate behavior. When parents take a stand in their children's entertainment, they take a stand on the emotional and physical outcomes of their children as well.

References

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