

Youth violence: is the media to blame? assignment



**ASSIGN
BUSTER**

Children are the most susceptible to this, they emulate what they see, and they believe that it is correct to act out what they see on television, movies and video games. They believe that violence is the answer, especially when they see their heroes solve problems with violence, and are rewarded for doing so. Numerous research papers have shown that a never ending supply of television, movie, and music, video game and Internet violence plays a substantial part in the overwhelming number of violent acts executed by America's youth.

As we begin to explore the link between the media "television and movies" and the out violence. We must take notice that In today's ever changing world 88.7% of homes with children in America has some sort of video game equipment, a personal computer, or both (Houseman, 2007). In addition to that 50% of children also have a television in their bedroom room (Berries, 2004). Children watch an alarming rate of television or play video games approximately 28 hours a week, which is more time then they spend in a classroom. Of those 28 hours, a television can display 812 violent acts per hour (Berries, 2004).

Studies have shown that even children arrogating contain close to 20 violent acts hourly, which include children cartoons (Berries, 2004). With this constant bombardment of violent acts seen on television, and other media the violent acts of today's youths are growing at alarming rate. It must be noted that not all children who view these programs whether It be television, movies or video games commit violent acts, but younger children are incapable of distinguishing between fact and fantasy and may view violence as an violence while playing with their peers.

Studies have shown that children that instantly watch aggressive acts become desensitizing to it. In today's media children often see their heroes acting violent and are often rewarded for their behavior. Seeing such violence for a righteous cause is easily translated in the right thing to do, against victimizers (Berries, 2004). For instance, the television show "The Mighty Morphin Power Rangers" which aired in 1993- 1995. Many children would act out what they saw their heroes do, with their peers, and not realizing that it was wrong to do so. Even in today's world, with shows like Game of Thrones, 24, CSS, Breaking Bad,

The Sopranos, Justified, Heroes, and The Vampire Diaries, All of the Law and Order series. These all contain violence that desensitizing our youths today. Video games have a measurable negative impact on a child's behavior patterns also causing him or her to be more aggressive. According to Carnage (2006), " more than 85% of video games contain violence and approximately half of the video games include serious violent actions" (Para 2). Children that are continually rewarded for using violence, often experience an increase in arousal and aggressive behaviors, and as a result decrease helpful behaviors.

Violent behaviors are often learned, early in a child's life. And they learn this behavior by watch they see around them. When a child is often watching television or movies, then they will learn that violence is acceptable (Nordic). That it is a part of everyday life, and that is acceptable to act this way. For example, if a child plays a video game where the character is shooting bad guys, and crashing cars. Will he think that his father that is a police officer

does that when he goes to work? What if the child plays Modern Warfare, do they think that that is what is father or mother does in the military?

Going around killing the enemy, instead of the real truth, which is just being there, in case a situation calls for a different action when diplomatic solution fails? What are we teaching our children that it is acceptable to shoot first and talk later? As stated before, it should be noted that not all children who watch violent television programming or watch violent movies and play violent video games, get in trouble with the law. I am simply stating that children that are subjected to such things on a regular basis often act out what they see. As a consequence, are coming more desensitizing when it comes to seeing such acts of violence.

Not all children who watch all of these forms of violent media's are going to go to a school or a movie theater and start killing people. The prevalence, of youth violence is indicative of something much more fundamental than what's showing at the movies or on television, it is a sign of cultural disintegration (Reed, 2006). Colorado Governor Bill Owens told an audience at the Heritage Foundation that the solution " will come one child at a time as parents teach their children the difference between right and ring. The solution will come when parents turn off violent and hateful television shows.

More important, it will come when parents teach their children how to discern the good from the bad. And it will come when we realize that we cannot abandon our children to the dark side of the internet" (Reed, 2006). Need to step in and take act to prevent such television programming or censor other media's. But that is not the answer either; children will always

find a way to view these violent acts. Parents should not abandon their responsibilities for the education of their children to the government; they need to step up to the plate and be the primary guidance counselors for their children (Reed, 2006).

Furthermore that is the purpose of this paper, it to educate the parents of the dangers of too much bombardment of violent television, movies, and video games. Take your children out and show them the good in life; that life does not evolve around the television or video games. Education is essential, when dealing with issues such as these. Getting your children involved in community events is also a good way to educate them, either planting trees, picking up litter at a local park, or even donating your time for a charitable event.

Whatever, you come up with will work against the desensitizing that is happening to our children today. The question is who do we blame? Do we blame the producer's, writer', programmer's or the director's? The answer is no, we cannot blame anyone of those people they are just giving the mass population what they want to be entertained. No, in short we can only blame ourselves; " the parent's" it is our job in life to educate our children, to teach them right from wrong. We need to limit our children's mass media intake and make sure that they know that what they see is not real.

Parents need to realize that the problem just will not go away; the numbers are stack against the average American child. Parents should know that the influence of media on children who watch television, movies, music, video games, and the Internet arises not only from the types of behavior they

encourage, but also from the other interests they supplant. Parents must take time to learn what their children are viewing and playing. Even the most superficial, inconsequential guidance can have a helicopter effect.