

Have adults can witness unsafe and prodigious

[Entertainment](#), [Games](#)



Have you ever been exposed to an electronic device or television program, and it in some way relates back to violence? It is proven that children spend more than six hours a day on a device, and during that time, are likely to watch or see monumental amounts of violence. Studies have shown children can have emotional, physical, and mental problems from this exposure that may lead to worse things, such as, drug or alcohol addiction.

It can also lead to academic downfall, which might explain the downfall of STEM subjects in schools over the past years. Though the jobs in STEM subjects increase when you get older, it's found that almost half of jobs are in computers and electronics. This proves that if you do, or did, have a big impact with computers or electronics when you were younger, you most likely will have a bigger impact with them in the future. Phones, pictures/art, and TVs, all have a substantial impact on this world today, and through these items we can often see a great deal of violence. Phones play a major role in today's life because so many humans are caught up with keeping in touch or playing games, but what if everyone would look up and see the damage they have been causing for the past years? Today, you can access most things right at your fingertips, and without all of the information and technology we have today, the world would not be the same. This can mostly be drawn back to the influence of phones.

In a source by Hailey Middlebrook, CNN, the reporter interviews multiple people, asking them if they could live without their phones. To no one's surprise, mostly every interviewee said he/she could only last a few minutes. This is a very important because it shows how vulnerable and dependent we are on one delicate, motley item, even smaller than a human hand. Through

<https://assignbuster.com/have-adults-can-witness-unsafe-and-prodigious/>

these items, kids and adults can witness unsafe and prodigious amounts of violence. As the world's innovations get bigger and more powerful, humans lose site of earlier, more important attributes because they are marveled by the sight of a new item they could have. With the constant need of items, such as, computers and phones, the world is more exposed to new brutality. Art and pictures can express joy and happiness, but also can express the elaborate actions of violence. In some art you can see the evident emotions of a person or persons, but in other pieces, it is expressed in a more indirect way.

Any way the artist chooses to express his or her emotion does not change the fact that art is not about the way they capture the image, but in the way they articulate the meaning and let the audience feel the artist's feelings. These thoughts could make sense to some people, but if not articulated well, could be easily be mistaken by a child or even an adult. Violence in art, gaming and entertainment, while meant for an adult, who can differentiate entertainment from reality, often times get into the hands of children, who then see this behavior as normal and acceptable. This can be very dangerous, because if interpreted the wrong way, could impact someone's future decisions and leave that and other persons vulnerable to violent behavior. One blog post by ABC Learning Center of Coral Springs, states that, "It's not abnormal for a child to draw something violent." If a child does draw something violent, the parent should look at this as a heads up and they should ask their child why they drew the picture. This proves that in the past years we have over indulged in violence and should cut back on the amount of video games and movies, especially a child.

Most people sit on the couch, in front of a TV, sometimes every night, to watch Captain America, Hulk, Spider Man, Justice League, and so much more, not realizing, that there is a considerable amount of violence in all of these movies. Most children