

# media

*by* Media Media

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### **Media Violence: Does media violence cause violent behavior?**

With the growth in technology and high-tech devices, vast quantities of good characters have originated from their usage and countless bad behaviors. Several people in society believe technology is the origin of all wicked and one of the main influences that impact or encourage violence currently. Inside the technology divisions, the mass media is at the uppermost of the list of features that contribute to vicious behavior (Freedman 2017). But does it indeed contribute to violence, or does it curb it?

Video sports such as Freefire, Epic Games, which have remained the very prevalent basis of entertainment in the last few years, are today a cause for anxiety as they continue to grow gradually violent, interactive and realistic. Complaints can be heard from people playing these sports cheering as they make a loud noise to another individual in the game, and that individual dies. Nevertheless, numerous video-game fans turned supporters claim that many players of these video games, regardless of their age, have the expressive intellect to distinguish between authenticity and computer-generated reality. Most people claim that those who involve themselves in playing these violent video games develop a form of catharsis that allows them to decrease their level of violence by appealing to role-playing (Anderson & Bushman 2018). The majority of scholars propose that when individuals play and watch violent media, it contributes to a vital role in teenagers' lives. It permits young individuals to unreasonably release undesirable and angry sentiments without hurting others. Numerous gamers repeat this declaration by articulating how video games have resulted in expressing their disappointments, work losses, and family breaks up expressively.

Furthermore, some psychologists confirm no sufficient robust linkage between violent media and harmful behavior to permit concern. Dr. Olson Cheryl detected children playing in a

playground and then studied their exposure to violent sports. Though Dr. Olson observed an association between playing violent games and what he called "criminal behavior," this was just factual in a small fraction of kids who already showed violent characters. The research concluded that vicious media experience has a just correlative association with violence and that there was no adequate evidence to counter a fundamental association between violent behavior and violent media.

In the behavioral psychology department, scholars have pursued to demonstrate the hypothesis that kids behave and learn from what they observe. In the typical "Bobo Doll" research carried out by renowned behavioral psychologist Bandura Albert in 1961, Albert observed that offspring were considerably <sup>2</sup> more likely to aggressively attack a doll if they had followed their parents do a similar thing. Albert formed the 'Media Effects' model, which emphasizes the knowledge that the mass media can directly or indirectly 'implant' thoughts into the mind of many individuals. Bandura also alleged that audiences gain attitudes, definitive answers, and new methods of conduct by modeling. Albert's 'Media Effects' concept has been used to video sports and the impacts that violent sports may have on its handlers. Bandura alleged that media illustrations of transgressive performance, like physical hostility or violence, might lead associates to replicate those methods of conduct. Bandura's model clarifies why video sports are classically held responsible as the source for mass gunfire since it enables its users to acquire skills and reproduce this violent behavior by exhibiting the online sports characters (Anderson et al., 2017).

Studies on violent films and television shows, filmed games, and music clearly show that media violence contributes to rises and the possibility of violent and aggressive behavior in both instant and long-term settings. In a research carried out by developmental psychologists about

damaging media exposure's consequence on both adult behavior and child. The psychologists finally agreed that "media violence is a source of danger to community health and much more it contributes to real-world aggression and violence." Many other studies conducted by different psychologists have also been established that songs with harsh words increase violence-associated emotions and thoughts. According to curried research printed by the American Psychological Association, this impact is directly associated with the viciousness in the music. The results, demonstrated in the Maybe the topic of the published social and Personality Psychology document, oppose general ideas of effects of hearing to annoyed, vicious music on violent opinions and emotional state.

Numerous impersonator assassinations in America and worldwide are carried out by culprits who observed it on a TV show or by unceasingly nuisance the journals and articles on criminalities. Undoubtedly, the amount of fierceness in the mass media is enormous. Many psychologists trust that viewing high levels of media ferocity makes audiences more vulnerable to acting violently, and current investigation supports this notion. For instance, it has been identified that schoolchildren involved themselves in violent films games and some other forms of media were further likely to have been involved in criminal actions and aggression. A regular group of actors also had lesser academic attainment (Mrug et al., 2016).

My opinion on this theme is pretty simple; I don't trust that violence can be eliminated by any government, individual. I fervently trust that violent conduct can be regulated by all involved people together with representatives of the broadcasting houses. The suggestion is pretty overwhelming that though there might be roughly positives to ferocity in the media industry, the adverse effects far offset the positives. It can be sensibly claimed that "yes mass media is a root cause of violence behaviour."

## References

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