



VIDEO GAMES AND VIOLENCE

20142506 PARK SEON HYE

20142509 PARK SI EUN

The issue of VIDEO GAMES



MAJOR atrocities

#Columbine

#Shooting

A connection between the violence found in a lot of games and acts of violence in society.
The shootings at Columbine High School in 1999.



What is a factor

#Sandy Hook

#Shooting

And the Sandy Hook Shootings in 2013, attention has turned to what motivated those responsible and whether the media content to which they were exposed was a factor.

The issue of VIDEO GAMES



Related Research

#Television

#Violence

Research into the relationship between television and violence has been particularly prominent since the mid 1950s, after the US Congressional hearings of 1952 and 1955.



Question

#Watts riots

#Shooting

Acts of violence have acted as a catalyst for politicians and governments to commission research into this question.

Research in the 2000s



John Murray, 2008

#Exposure

#Children

The effects of sustained exposure to violent media on children are significant, and points to three classes of effects.



Aggression

Viewing violence can lead to increases in aggressive behaviour and/or changes in attitudes and values favouring the use of aggression to solve conflicts.



Desensitization

Extensive violence viewing may lead to decreased sensitivity to violence and a greater tolerance of violence in society.



Fear

Extensive exposure to television violence may produce the mean world syndrome effect, in which viewers overestimate their risk of victimisation.

Research in the 2000s



Craig Anderson, 2004

#Aggressive

#Arousal

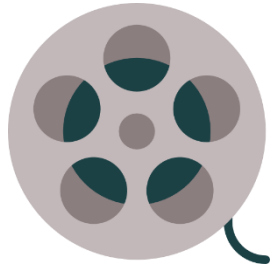
Empirical studies of violent video game effects demonstrate that exposure to violent video games increases aggressive thoughts, feeling and behaviours, increases arousal and decreases helping behaviour.



Douglas Gentile and Robert Gentile, 2008

Students who play violent video games more frequently across time are more likely to learn aggressive cognitions and behaviours than those who do not play such games, or who play these games less frequently.

Research in the 2000s



Cultural learning



**The methodological assumption
Controlled experiments**

Issues that shed doubt



Comstock, 2008

#do not replicate

#Inducement

The fact that most studies have been laboratory-type experiments taking place in an experimental setting has raised doubts that their findings do not replicate real world media consumption practice.

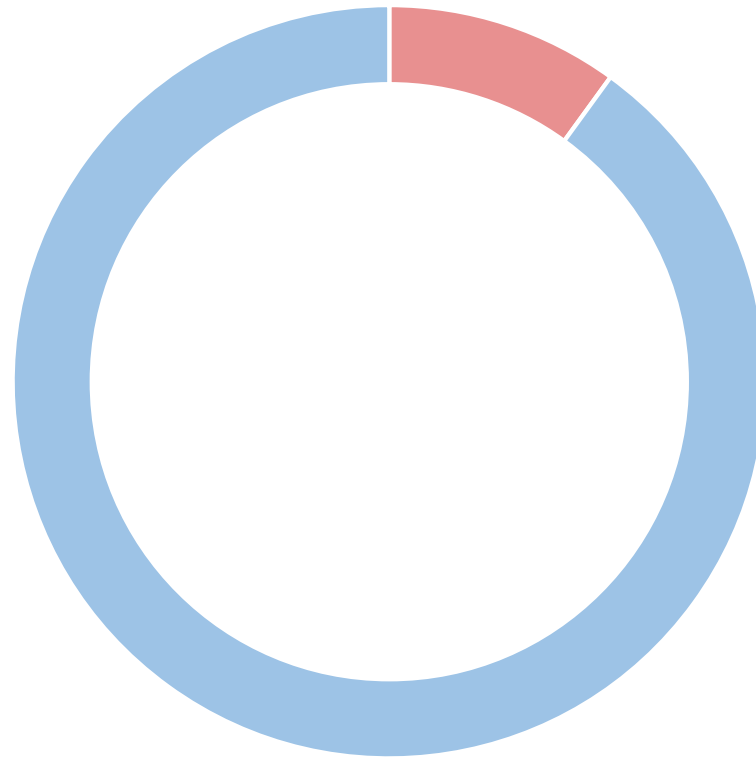


Gunter, 2008

The use of experimental methods that seek to uncover cause-effect relationships can neglect the degree to which, if media violence does have an impact on behaviour, the relationship is more likely to be longer term and cumulative rather than short terms and immediate.

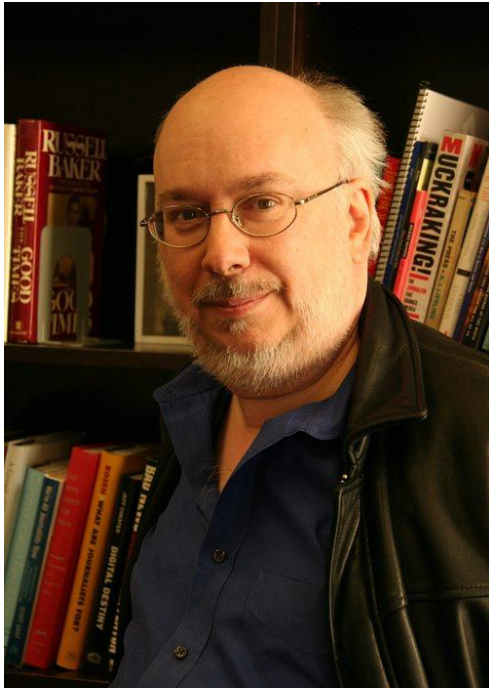
Jaundiced View

Studies about video games effects



■ natural or positive effects ■ potentially harmful effects

Jaundiced View



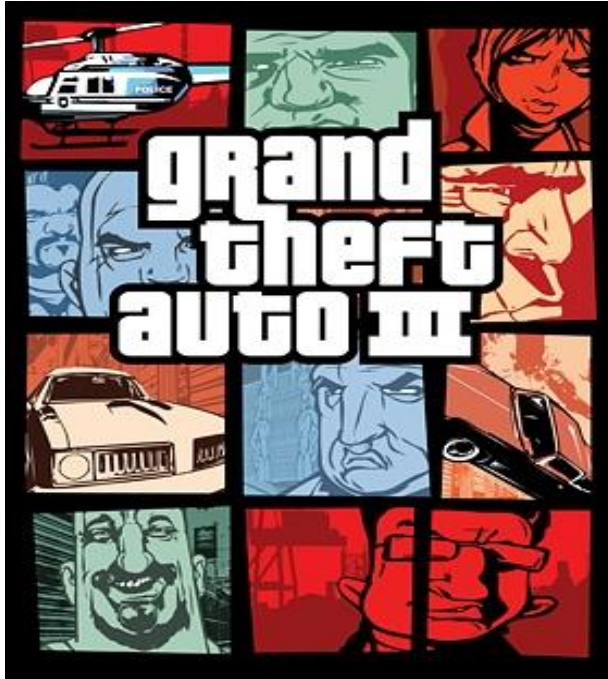
Henry Jenkins III

Media scholar and currently a Provost Professor of Communication, Journalism

“a monolithic and decontextualised definition of violent images provides no insights into how these depictions fit within a wider context of storytelling.”

Jaundiced View

What is the cost of crime?



Grand theft auto 3 (2001)

Remember, No Russian



Call of Duty : Modern Warfare 2 (2009)

Reality and Fiction



Media Violence VS Real Violence

Cunningham

“video games would also be clearly understood as fictional representations.”

Reality and Fiction



Oversimplified position

Assuming that the Link of Media Violence between Social Violence



Proven is that it allows 'an oversimplified position

Oversimplified position

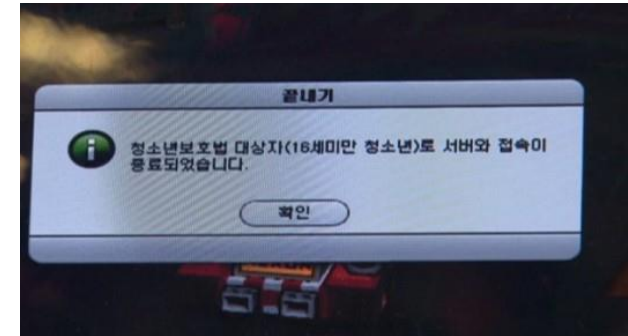
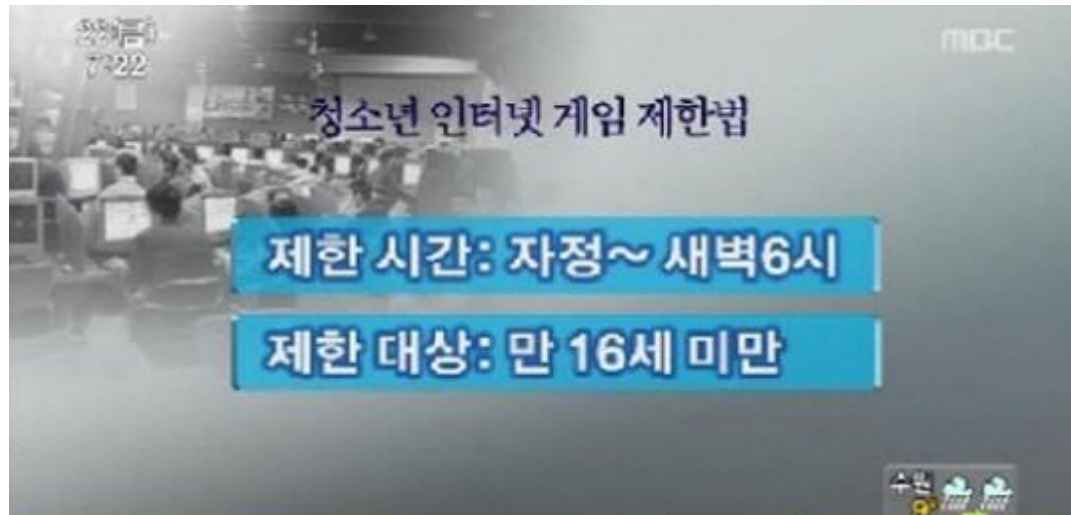
Gunter

“lead to political misrepresentation of media effects,
with unreasonable requests for tighter controls over media contents, scheduling, and transmissions”



public policy solutions that are misguided in terms

Oversimplified position



The argument presented here is not that there are no effects of media on individual behaviour.



evidence base has not generated clearer findings over time.

many and varied results form these studies

Gunter

“certain forms of media violence can exert certain kinds of effects on some consumers some of the time”

Ruddock

“particular contexts in which particular media consumers actively use media to achieve certain kinds of effects.”

