

increasing number of people who are violent especially young people, cf. the shootings at German schools or at American colleges (Littleton, Winnenden). who is to blame? A major research strand suggests that the increased amount of violence that can be found in the media is to blame, e.g. in killer games or action movies. there different sorts of opinions on this suggestion, ranging from a ban of violent things in the media to a complete liberalisation of the market. research is not unifyingly supporting the one or the other option, there are results which support both options. This essay will argue that a ban on computer games or violent movies would first of all be useless and second of all not normatively correct because it would violate the freedom of press too much. So I would say that this suggestion is both not feasible and wrong at the same time. Rather, there is a huge bundle of reasons why these killings take place, I would say that more control on parental influence should be conducted, although I am not too sure on this nonetheless it is certain that very much early childhood work has to be increased in order to avoid disorders mental or later traumatizations. I guess it would be a wrong idea to blame killer games, they are rather a ventile for aggressive behaviour than a generator for it. to sum up, it is a problem of society in general not an easy and simplified solution of killer games ban can solve it so we have to dig deeper to find solutions .balablablablablablablablabla

Manifestations of extreme violence are apparently increasing in today's society. Especially young people seem to use violence as a way to solve problems, famous and sad examples would be the school shootings in Winnenden and Emsdetten or the lethal robberies at tram stations in Munich and Frankfurt. If there is this increase in the number of people who are violent, it is questionable whether there are specific reasons for it. A major research strand and a huge amount of public opinion seems to suggest that television and computer games are to blame for these tragic developments as both change the people's attitude towards violence. Different research projects seem to support this thesis, which ultimately results in a demand for the abolition of violent TV shows or movies and killer games. In this essay I will argue that this ban would be a simplifying and simplified way to solve the problem and that the reasons for the increase in violence among young people lies in a whole bundle of different developments which will have to be tackled holistically. In order to achieve this aim, I will first of all present different studies supporting the ban on TV and computer games. Then I will outline different problems society will have to face in order to overcome this increase in violence. Finally, a tentative way to solve some of these problems will be presented.

There are a lot of studies which seem to suggest that exposure to violence in media is a reason for young people to behave more aggressively and violently in real life as well. Exemplarily, one could mention a study by Brandon Centerwall, who investigated the correlation of murder rates and the entrance of TV sets in different countries. He found out that in general, murder rates increase significantly after the introduction of TV sets in these countries, leading him to the conclusion that there is a causal connection between violent images in the media and violent behaviour in real life. This culminates in the normative conclusion, that violent media or at least the exposure of young people to violent images within these media, should be banned in order to avoid tragic events as those mentioned above. Of course, this essay will not be able to cover all the different studies, some of which come to different conclusions, but it will rather examine the feasibility and normative legitimation of this claim.

I would argue that a ban on computer games or violent images in TV via censorship is both unfeasible and normatively wrong. First of all, it is virtually impossible to keep any child from seeing what it wants to see. The internet and different forms of new media (i-Phones etc.) make it possible for everyone to access any content whatsoever at any given time. If this ban was implemented, it would require an amount of control that is impossible to conduct, therefore I would say that this ban would be a symbolic one at most and

would not tackle the problem at its core. Apart from this problem of practicability, a ban on computer games or TV violence is normatively highly problematic. It would violate a basic right of any democracy, i.e. the freedom of press. Who would be the agency to decide whether something is to be censored or not? It probably would have to be some sort of governmental responsibility, which opens the door for censorship in many other fields as well. No one should have the right to interfere with the neutral and independent press and the critical journalists who work as a corrective force within politics and society. A third reason why this ban should not be implemented is that the offered solution is too simplified. Computer games are not entirely responsible for the increase in violence among youths, it rather is a bundle of reasons.

The different reasons for the increase of violence could be seen in a general problem of society which is not able to offer any perspective for the future for their own young people. Moreover, family bonds are becoming less important, which is why young adults are often traumatised by early childhood problems etc. In order to tackle the problem of violence in the long run, it would be necessary to increase work with young children who do not have parents or to control parents in a better way to make sure they do not abuse their children. Another reason would be the comparatively easy accessibility of firearms in many countries: why not ban all firearms for civilians instead of banning computer games? This would make sure that computer games might serve as a ventile for aggressive behaviour, whereas the actual behaviour would be prevented by not letting them have any "real" firearms. Another option to avoid violence would be the fostering of sport and sport events which might serve as another ventile for the angry, young and poor youth.

To sum up, I would argue that instead of simplifyingly ban TV sets or computer games, society should regard the increase of violence as an epiphenomenon of a deeper bundle of problems which will have to be tackled in order to ensure its stability in the future. Most importantly, young people have to be given a perspective for the future again, as hopelessness is one of the main reasons to resort to violent behaviour. In conclusion, a blatant intrusion into the freedom of press and the media is not a solution to a problem which has very many sources that lie much deeper than only in the increase of exposure to violence within the media.