

[Start] [★10:52.666] Violence is bad and a lot of teenagers are infected with that. but i don't know how these things are related to one another here are many studies in which researchers found out that television is a weak predictor. i don't know i don't know that is o i don't know how is that related for example when somebody is playing counterstrike a very aggressive game than he is at risk and could do some harm on society? is that true? My brother is a very often plays games in which he kills people - via internet -

and online and so on he is a very good student and has remarkable grades i don't know what to write hopefully nobody will look at my mistakes in the text hahahaaa so back to the topic ehm, ehm ehm what my brain is can't think while i am free writing, not related to the topic i don't know, what to write back to topic so violence caused by media violence, death, killing, weapons, dead, animals, bodies, corpses, blood, graphic, scenic, i don't know that is a stupid task, i don't think that free writing is "the" method what should I write. Planning with no structure at all sucks, sorry for that but my thoughts have to be related to the topic, while free writing there is no connection is there? Free writing free writing free writing what about that

Public opinion The public opinion blames television and computer games for the tragic incidents that occur in American high schools and Germany, elementary schools. I am talking about the fact that some young people or teenagers violently plan and act out a so called "Amoklauf" -

a violent act on schools. This essay will focus on the connection between violence in media and the tragic events

It will consider how people's perception is influenced by media. In addition to that there will be a close but brief passage about personal experiences. Referring to the text "Research on the Effects of Media Violence" by Jonathan L. Freedman one can say that the author sums up different opinions on the topic. It becomes clear that most of the researchers think that media has an influence on the teenagers' attitude towards violence but that this influence is not as striking as the society might guess. As an outcome of the text Freedman argues that media violence is more or less a weak indicator (or predictor) for young people's behaviour. [12.346] Young people often play violent and aggressive computer games. They use weapons and kill other people online or "in-game". [26.646] It is safe to say that those games are not made for children and that there are restrictions on the sale for them. Young people or people who are too young to play those games are not able to buy those games because there is a restriction and a law that says that it is forbidden to give children or young people those games. When we talk about media and violence in media we have to consider what entertainment really is. There are different opinions on that. For example, one would say: "Entertainment is going visiting an amusement park" while others would argue "Car driving is fun." Some people think that watching violent films and playing violent and bloody computer games is fun and a pleasure to them. First of all a lot of people would not understand why that is fun but we cannot judge people for their notion of entertainment/amus

ement.\*\*\*Weak\*\*\*teenagers\*\*\*o\*\*\*r\*\*\*uneducated\*\*\*youths\*\*\*might\*\*\*be\*\*\*affected\*\*\*in\*\*\*a  
\*\*\*special\*\*\*way\*\*\*by\*\*\*those\*\*\*games\*\*\*and\*\*\*violence\*\*\*in\*\*\*general\*\*\*because\*\*\*they\*\*\*have\*\*\*not\*\*\*lea  
rned\*\*\*to\*\*\*differentiate\*\*\*between\*\*\*fiction\*\*\*and\*\*\*reality.\*\*\*T  
\*\*\*T\*\*\*hese\*\*\*group\*\*\*of\*\*\*people\*\*\*are\*\*\*a\*\*\*risk\*\*\*but\*\*\*one\*\*\*it  
would\*\*\*be\*\*\*false\*\*\*to\*\*\*say\*\*\*that\*\*\*they\*\*\*will\*\*\*kill\*\*\*people\*\*\*in\*\*\*reality\*\*\*because  
\*\*\*they\*\*\*like\*\*\*to\*\*\*kill\*\*\*"unreal\*\*\*or\*\*\*fictional"\*\*\*enemies\*\*\*in\*\*\*a\*\*\*com  
puter\*\*\*game.\*\*\*I\*\*\*For\*\*\*in\*\*\*a\*\*\*tance,\*\*\*my\*\*\*brother\*\*\*  
is\*\*\*a\*\*\*passionate\*\*\*player\*\*\*of\*\*\*games\*\*\*like\*\*\*Counter-  
Strike,\*\*\*Call\*\*\*of\*\*\*Duty\*\*\*or\*\*\*Medal\*\*\*of\*\*\*Honor\*\*\*which\*\*\*are\*\*\*all\*\*\*militar  
y\*\*\*games\*\*\*in\*\*\*which\*\*\*which\*\*\*you\*\*\*carry\*\*\*a\*\*\*task\*\*\*and\*\*\*aim\*\*\*is\*\*\*to\*\*\*kill\*\*\*  
as\*\*\*much\*\*\*people\*\*\*as\*\*\*possible\*\*\*in\*\*\*order\*\*\*to\*\*\*go\*\*\*on\*\*\*with\*\*\*your\*\*\*game.\*\*\*Neverthele  
ss\*\*\*he\*\*\*is\*\*\*the\*\*\*best\*\*\*student\*\*\*in\*\*\*his\*\*\*class\*\*\*with\*\*\*remarkable\*\*\*grades.\*\*\*He  
\*\*\*is\*\*\*going\*\*\*to\*\*\*pass\*\*\*his\*\*\*A-  
Level\*\*\*exams,\*\*\*perhaps\*\*\*with\*\*\*one\*\*\*of\*\*\*the\*\*\*best\*\*\*grades\*\*\*in\*\*\*his\*\*\*at\*\*\*school  
.\*\*\*O\*\*\*r\*\*\*take\*\*\*it\*\*\*not\*\*\*to\*\*\*consideration\*\*\*that\*\*\*I\*\*\*preferr\*\*\*to\*\*\*play\*\*\*games  
like\*\*\*"Resident\*\*\*Evil".\*\*\*in\*\*\*which\*\*\*hoch\*\*\*ich\*\*\*you\*\*\*have\*\*\*to\*\*\*kil  
l\*\*\*zombies\*\*\*with\*\*\*weapons.\*\*\*That\*\*\*has\*\*\*done\*\*\*me\*\*\*n  
o\*\*\*harm\*\*\*and\*\*\*I\*\*\*never\*\*\*had\*\*\*the\*\*\*intention\*\*\*to\*\*\*try\*\*\*this\*\*\*"th  
e\*\*\*killing"\*\*\*in\*\*\*reality\*\*\*at\*\*\*school\*\*\*or\*\*\*in\*\*\*public\*\*\*places.\*\*\*  
\*\*\*CV\*\*\*ensorship\*\*\*is\*\*\*a\*\*\*means\*\*\*of\*\*\*restriction\*\*\*and\*\*\*would\*\*\*be\*\*\*a\*\*\*violati  
on\*\*\*of\*\*\*freedom\*\*\*of\*\*\*the\*\*\*individual\*\*\*person\*\*\*and\*\*\*the\*\*\*press\*\*\*/the\*\*\*media.\*\*\*  
\*\*\*People\*\*\*must\*\*\*decide\*\*\*for\*\*\*themselves\*\*\*what\*\*\*is\*\*\*good\*\*\*for\*\*\*them\*\*\*and\*\*\*what\*\*\*is\*\*\*not  
.\*\*\*[11.007]\*\*\*We\*\*\*It\*\*\*is\*\*\*the\*\*\*task\*\*\*of\*\*\*the\*\*\*society\*\*\*to\*\*\*integrate\*\*\*weak  
people\*\*\*that\*\*\*are\*\*\*at\*\*\*risk\*\*\*and\*\*\*in\*\*\*addition\*\*\*to\*\*\*that\*\*\*the\*\*\*teac  
hers,\*\*\*parents\*\*\*and\*\*\*friends\*\*\*are\*\*\*also\*\*\*responsible\*\*\*of\*\*\*protecting\*\*\*t  
heir\*\*\*student,\*\*\*child\*\*\*or\*\*\*friend\*\*\*from\*\*\*the\*\*\*idea\*\*\*of\*\*\*mixing\*\*\*re  
fiction\*\*\*and\*\*\*reality.\*\*\*A\*\*\*Weak\*\*\*teenagers\*\*\*that\*\*\*  
\*\*\*have\*\*\*a\*\*\*auffällig\*\*\*es\*\*\*behaviour\*\*\*a\*\*\*could\*\*\*be\*\*\*a\*\*\*risk

for society but as mentioned above \*\*\*\*if \*\*\*\*the responsible people \*\*\*respect and \*\*\*their passion and \*\*\*in integrate the people \*\*\*\*the risk is very low. \*\*\*As Coming to terms, it would be b negative to \*\*\*\*use the means of censorship because \*\*\*\*this would be a restriction of human individuality. [22.262] [stop]