

[Start] [★07:02.558] [👂] [★19.870] alright, reading the text gives me different understandings as, first the idea that me, a the com' difference that media... okay, the difference in opinion that either media influences the violent and aggressive behavior or does not, these two points are differently argued in the paper... so the ones say that there is a relation and they give evidence by showing that ca. 10 years after the introduction of the TV the crime rates get higher, but the other group says that there is no relation and other factors are more important, like social class, family background and especially the attitude the family takes toward violence. that means that there is a disagreement still... I made up my mind already before reading the text, i do not think that making a change in the banning the TV programmes and computer games is the solution, I think that will not help it at all the young people will always have a way to access this things and especially with new media like the internet it is even more easy to access violent movies or games or just clips uploaded by other youth which show violence. hm, another idea from the text... i am still thinking what else was said... maybe that the social class plays a role, I still do not think this as the most important reason, more the background, the people the children and teenager who have to do with play an important role and the moral values which are given by the parents... the influence especially after incidents like the shooting at American or German high schools, like Columbine or Winnenden, the role of media and violence which is portrayed through it via TV, computer games and the media is questioned by many researchers looking for a reason of these incidents. There is no agreement whether there truly exists a relationship between the violence shown in the media and the aggressive and violent behaviours of teenagers and children.

*** Banning the *** violent *** material seems to be one of the solutions given
 by *** specialists to avoid *** violent behaviour of youth. ***
 *** If *** i violent material should be banned
 from the environment of teenagers and children, one first has to
 define what violent is. *** Alredaady here, the first *** n Un
 disagreements *** come up, as it is difficult to d
 efine i this. Some *** researchers include *** everythin material
 which in shows killing or injuring somebody, but other exclude, for example
 cartoon shows as they are a *** e an unrealistic *** representation
 of violence. *** [] ← *** [] This will make the process of ba
 nning *** some shows *** sh TV shows a or computer games pr
 oblemtatic, *** . *** As it is not yet *** evident that th
 ere exists a relationship between *** the vio i olence ***
 media violence and the behavior of the youth, the banning of every
 violent material is not *** "gerechtfertigt" [10.855]. *** Alth
 ough there are studies that show the [14.708] im at the TV has an impa
 ct on the v behavior, l for example ons e studia y which *** examine
 d the *** crime rate after the TV was introduced [10.342] [] **, there
 a 'st' still are *** are researchers who argue ags
 i ainst this hypothesis. *** They in *** In contrast, they say that
 the *** environem ent of the youths play a *** more important role, the
 *** that means the social class, the attitude *** de of the parentst
 towards media and *** [] and []. [10.425] In my
 opinioin a *** n a kid will not get violent or af gressive just beca
 use he or she ah has seen [12.188] or played Grand Theft Auto on his
 the p playstatio ion, . *** [] ← *** [] *** []
 → *** [] → [20.512] [] [] ← → I *** argue in lin wo
 uld argue in line with the researchers *** who say that *** violence prime

or cues pre-

existing aggressive thought and feeling" in the media. There has to be something already there for a teenager to become aggressive. It might be the case that the TV gives him or her the opportunity to see how it will actually work, but this is not evident yet. Another point which argues against the banning of violent images from TV or computer games, is the availability of media for the youth. Especially the new media, like the internet, make it possible to easily access violent movies or games, or even clips which were uploaded by other teenagers showing violence, which might give the viewers some support in their ideas. I think it is impossible, to keep all the possibilities close to children and young people, and even if there is a censorship program, even today there exists the barrier that only persons who are older than 18 are allowed to own the especially violent computer games, but younger children will always find a way to get access as well. To summarize my opinion, banning television shows and computer games which show violent behavior is not a valid solution to the problem yet. Since there is no evidence on which the censorship could be based, it will be impossible to refrain teenagers from watching violent movies or playing violent computer games. A strong, even stronger, point of view could say that the banning of violent images

*might make the situation've evens worse, as t the unavi au ilability
will make it more interesting for t yu ourht th uth to get access
to the material. [★14.408] Maybe only a close relationship in schools and s
pecial te tutors n in schools *** [∅] of student and teacher ∅ [∅] ★ [∅]
[∅] . [∅] , which *** pay more attention to the social beah behavior of the
kids wi and *** [∅] , t to el help and support
them in a suc h a difficult phase of their lives ***** would eb a mo
bea a om o more s seni sible solution. [∅]
step towards a society with less violence, ∅ . [★21.195] [∅] [∅]
*** [∅] [★13.072] [∅] ←← for [★11.076] [∅] ** [∅] **** possible *** [∅] [
s [★20.992] [∅] ←← s [★11.732] [∅] ∅ , since the a question is raised whi
ch material is to be banned. *** [∅] **** [∅] ★ [∅↓] ★ [∅] → [∅]
justified [★19.074] [∅] **** increasing [★16.540] [∅] [∅]
[★12.457] [∅] ★ [∅] ∅ [∅] *** [∅] *** one can actually ***** put h the viole
nce to worj k [★59.871] [∅] s [★40.011] [∅] ←★ 'Full m Fight Club'
*** [∅] ↓♫ *** ♪↑***** Censorship of vieo olence. ∅ -
an easy way out? [★16.758] [∅] [★51.942] [Stop]