

[Start] [09:55.771] [0] \*\*\*media influences young children as well as adults. media violence shows \*\*\*horrible \*\*\*pictures and can make nightmares \*\*\*are. \*\*\*computer games show real life scenes of war and fight and murder. children could likely be influenced by such images. more important than the screen pictures are the attitudes of those persons who have strong influence on the child. mother and father not fond of violence and state that openly, then children will probably not tend to be violent in real life situation. \*\*\*problem with tv and computer games is not only explicitly the violence itself but the high exposure of children and teenagers to media in general. \*\*\*very likely children become more and more aggressive if they \*\*\*sit \*\*\*in \*\*\*doors in front of the computer or the tv instead of leaving the house and have a good number of outdoor activities with friends and family. at certain age teenagers have less interest in spending time with their parents and prefer spending time with their peers. spending time with peers more and more come down to \*\*\*playing on line games together. violent images \*\*\*acquire \*\*\*occur \*\*\*very often in the internet and television. \*\*\*more important than the [11.641] easy approach to violence and crime is the upbringing of children. if they learn that violence is not accepted by family friends and society they will learn to differentiate reality from "play" \*\*\*

👉👉👉 [11.421] During the past two decades \*\*\*school shootings \*\*\*like \*\*\* , for example at Winnenden \*\*\* or \*\*\* , have been \*\*\* the basis of discussion and discussion in the German media. [23.506] After [21.144] Whereas \*\*\*shootings at schools or public places had been \*\*\*ve been popular to \*\*\* known to happen more frequently for example in the united States, \*\*\* the last years have \*\*\* provided \*\*\* lead to assume that [18.132] these extreme cases \*\*\*

violent acts have increased in number in Germany as well. [17.065]

Since [31.759] According to the public opinion as well as

that [10.695] and in some cases scientific opinion, The increased number of

school shootings and violence among teenagers has a direct

been triggered by the increased exposure of children and teenagers to violence in the media and computer games. [13.351]

[1], to a certain extent tend [01:08.042] Violence in media and computer games has been basis of intense

discussions for some years. [54.912] Since the last school shooting at a secondary school in Winnenden voices demanding a censorship of violent videogames and movies got louder. [39.198]

According to the public and, to a certain extent, scientific opinion, the increased number of school shootings and violence among teenagers has been triggered by the exposure of children to violence in the media and computer games.

Since the last shooting at a secondary school in Winnenden voices demanding censorship of violent videogames and movies have become louder. [1] However, Researchers contradict each other in their opinion on the reason for the influence of violent video games and movies. While some seem to be emphasizing that children become more aggressive after the being exposed to violent images on screen other state that there can be no evidence that scientific evidence be found in the relationship between violence on screen and in reality. [10.559] Even more so, Andrea Martin at the University of Ottawa underlines, that this "lack of consensus about media effects reflect three 'grey areas' or cons

rain\*\*\*\*\*[X]t\*s\*cin[X]ontained\*\*\*\*\*in\*the\*research\*itself\*"[X]  
[X].\*(Freed,[X]man\*\*\*)\*Other\*\*scholars\*show\*t[X]X[X]X[X]X[X]\*\*\*\*\*epitimize  
\*the\*effect\*of\*[X]X[X]X[X]X[X]X[X]X[X]X[X]\*\*\*\*\*effect\*of\*meadia\*on\*children\*and\*  
\*teenagers\*an[X]s\*only\*[22.316][X]X[X]X[X]rev\*[X]la[X]lavent\*only\*if\*children  
\*get\*the\*impression\*that\*family\*and\*friends\*\*\*\*\*support\*violence\*in\*real\*  
life\*situations.\*[21.389]↵\*↵[21.333][⌚]↵↵\*\*\*\*\*[⌚][X]\*\*[⌚][17.646]The  
\*lack\*of\*rules\*and[X]X\*nd\*the\*impression\*that\*\*\*\*\*criminal\*acts\*and\*violent\*b  
ehavior\*\*\*\*\*lead\*to\*\*\*\*\*success\*\*\*\*\*[X]X[X]X[X]X[X]X[X]X[X]X[X]\*\*\*\*\*to\*acce  
ptance\*and\*success\*\*\*\*\*can\*bee[X]seen\*[X]\*[X]X[X]X[X]X[X]X[X]X[X]X[X]ould\*be\*seen\*as\*r  
easons\*for\*violent\*behavio\*r\*\*\*\*\*[X]X[X]X[X]X[X]X[X]X[X]X[X]X[X]X[X]X[X]X[X]X[X]  
\*the\*confusion\*of\*meadia\*and\*reality.\*\*\*\*[⌚]\*\*\*\*\*In\*general,\*the\*disc  
ussion\*of\*the\*influence\*of\*violence\*in\*the\*media\*has\*been\*and\*will\*be\*a\*\*\*\*\*  
\*\*fre[X]X[X]heatedly\*discussed\*to\*pic.\*Research\*has\*not\*been\*able\*to\*\*\*\*\*sta  
te\*\*\*\*\*definite\*evidence\*about[X]Xt\*the\*impact\*of\*violent\*imaes\*a[X]on\*in  
fantile\*develp[X]opment.\*\*\*\*\*\*However,\*the\*exposure\*of\*children\*and\*teenae  
rs\*to\*\*\*\*\*[⌚]g[⌚]this\*amount\*of\*media,\*violent\*or\*not[X],\*has\*to\*be\*seen\*as  
\*crucial\*problem\*when\*is[X]t\*comes\*to\*the\*development\*of\*\*\*\*\*childre  
ns\*[X]'s\*psychology\*\*\*\*.\*[X].\*\*\*[⌚]\*It\*has\*to\*be\*considered,\*though,\*whea  
ther[X]X[X]X[X]ther\*o\*[X]it\*i[X]\*\*\*\*\*[X]X[X]\*just\*the\*exposure\*tho\*violence\*  
\*[X],\*fight\*and\*death\*has\*bad\*[X]X[X]X[X]a\*bad\*influence\*of\*[X]Xn\*\*\*\*\*a\*child's  
\*development\*or\*if\*\*\*\*\*the\*tendency\*to\*use\*more\*and\*more\*meadia\*\*\*\*\*in\*leasure\*  
time\*\*\*\*\*instead\*of\*following\*outdoor\*activity[X]ies\*\*,\*has\*a\*general\*  
impact\*on\*\*\*\*\*a\*child's\*agressive\*[X]X[X]X[X]X[X]X[X]X[X]X[X]tendenc[X]X[X]X[X]  
[X]X[X]willingness\*ti[X]o\*be\*aggressive.\*\*\*\*\*\*[Stop]