

violence in movies and computergames are often discussed based on the issue of violence prevention. many examples show that the attitude of young kids according to opinions have ring to violence has become worse compared to the past. now some has to consider some facts about tv and computer games in general...is watching tv and playing computergames in general leading to aggressive behavior in young children or is the use of violent movies and playing violent computer game a reason for kids to become more aggressive and further more violent. many discussions have been made by different researchers and diverse opinions have been established according to specific computer games and violent movies. whether it is a good method to forbid certain game for younger children is the next issue. maybe some education would be necessary to explain kids why certain computer games or movies are not efficient to play. moreover, they one have to think about a prevention. maybe children do not know that the reality is different that it is shown in the computer games or the movies maybe parental education did not provide a selective and understandable explanation.

Violence in movies and computergames is often an issue in preventing aggressive behavior in young children. On the one hand many studies show that violent movies and /or computer games have an influence of aggressive behaviour, but on the other hand some studies provide the information that violence in TV does not play a role in children's aggressiveness. Moreover, many definitions of violence are provided in order to specify crime and violence in TV. However, not everybody agrees to those definitions which give heterogenic opinions about the prevention of aggression.

R. Huesmann argues that violence in TV makes a difference in a child's attitude according to violent behavior. Controversly, Freedman points out that watching violence does not have any influence of violent behaviour in children. As long as prevention organisations are not clear about the reasons of aggressive behavior in children, censorship would not be the best method to prevent aggressive behavior in children. It might frustrate the children even more, since they are used to them in the first place. If they are forbidden to use them anymore, extended discussions will result. Those discussions will then again lead to frustration and aggression.

A different point of view would show the media perspective. The freedom of the press and the media has to be considered. people are interested in watching TV with violent . In addition, violent computer games are developed because costumes want to play them. Therefore, it is not the medias fault, more the populations fault. Not only parents have to educate thier children in a nonaggressive way, but also the civilization. However, Nobody (sometimes not even a parent) actually carers about the children's development. Infact, nobody wants to take care of children's behavior, but they should give back thier favourite hobby. Some other reasons will then influence them to behave aggressively. The basics in appropriate behavior are not given and thats why children behave they way they do, aggressively or non aggressively. However, much more education needs to take place refering to media in order to explain children that the reality differs from computer games and violent movies.

Another point, which could be essential in preventing aggressive behaviour would be alternative activities. Sports, music or art can lead to less aggressive behaviour, since many children are aggressive also because they are frustrated and bored. INstead of watching a violent movie they should do sports in order to be active themselves. This could be a solution in protecting the society from violence, but again parental education is major essential to develop a child's education.

In conclusion, violent behavior is not only caused by violent movies or computer games. It could be one of the reasons but more important are the general aspects in a parental education about optimal behavior. Keeping children away from violent computer games and crime movies would not be the best solution

because it would lead to more frustration, which then causes more aggression. A clear definition of violence is necessary to determine methods to prevent violent behavior in children, but having only one reason will not protect the society of further violent attacks.