

[Start] [05:27.040] [0] \*\*\*\*increasing number of people who are violent especially young people, cf. the shootings at German schools or at American colleges (Littleton, Winnenden). Who is it 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 are 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 uniformly supporting the one or the other option, it shows 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 and later 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 a society in general not a easy and simplified solution of banning killer games can solve it so we have to go deeper to find solutions. balablablablablablablabla

\*\*\*\*[25.385] 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. [11.175] 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 and 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.

[22.993] There are a lot of studies which seem to suggest that exposure to violence on media is a reason for young people to behave more aggressively as well as violently in real life as well. [27.137] Exemplarily, one could mention a study by N. 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. [41.899] 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

ich come \*\*\* diff to different conclusions, but it will rather exam  
 ine the feasibility and normative justification of this claim  
 m. I would argue that a ban on computer games or violent im  
 ages in TV via censorship is both unfes asible and normatively blat  
 wrong. [20.024] First of all, it is virtually impossible to keep any chi  
 ld w from seeing what it wants to see. The internet and diffe  
 rent forms of new media (Iphones etc.) make it possible for everyone to access an  
 y content whatsoever at any given time. If this ban was implemented,  
 it would require an amount of control that is impossible to conduct, therefo  
 re 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 pract  
 icability, a ban on computer games or TV violence is normatively  
 highly problematic. [38.557] It would violate a basic right of any democ  
 racy, i.e. the freedom of press. [25.264] Who would be the agency  
 to decide whether something was to be censored or not? Th I  
 t probably would have to be some sort of governmental responsiblitly, which op  
 ens 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 [22.  
 792] the increase in violence among south youths, it rather  
 is a bundle of reasons. W The different reasons f  
 or 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. [15.945] Moreover, family bonds are decreasing, which is way  
 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 the 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 and 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 firearms "real" firearms. [10.893] Another option to avoid violence would be the fostering of sport and sport events which might serve as another ventile for angry, young and poor youth the. To sum up, I would argue that instead of simply banning TV sets or computer games, society should regard the increase of violence as an epiphenomenon of a deeper problem which 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 civilian violence within the media. [01:16.176] [m [10.500] [10.362] [ -

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