

Influence Of Violence In Media On The Youth

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Media Violence and Youth Behaviour

Media representation and programming are likely to have an effect on the behavior of youth in society and propel them toward violence. There is a necessity to explore the effect of the media and how it is portrayed in different members of society in terms of their levels of aggression; thus, general mass communication reveals violent conditions. Society has been introduced to different media over the years (Anderson et al., 2003).

Youth Dependence on Modern Media

In today's society, the youth are the most exposed to the media in circulation since they have become dependent on them. Since the inception of the internet and the smartphone, more youth have been sucked into a life of dependency on media.

Developmental Vulnerability to Violent Content

According to the references chosen for this research, the youths' minds are [prone to influence](#) by media since they are in the developmental stage. The research explains the psychological distinctions that identify well with the issues of media influence and power to brain-train, and its results showcase that insists that the more the youth engage in violent programming and video games, the more they develop a sense of aggression (Huessmann & Taylor, 2006). This final distinction basically improves the ways by which the study on identifying media influence on aggression actually provides a more definite guideline that defines how the complexity of psychological brain training actually affects the way a person thinks and behaves as a young person grows into adulthood.

Aggression and Behavioural Influence

The second reason the youth are most vulnerable to media influence of violence is that different conditions of human behavior actually relate to what they see and hear from different forms of media presentations. Aggression, assault, and television programming do affect the thinking of society, especially in relation to violent actions and how they use this against people they do not necessarily agree with, and the majority of the people who play such media that is influenced by these factors are the youth (Subrahmanyam, & Smahel, 2012). The constructs of extensive human involvement and access to different forms of media presentations provide a definite insistence on how the brain is

trained as well as how it is being guided in order to provide a structuralized indication of how the process of brain training occurs. In the past, youth had a huge influence on social structure (Groves, Prot & Anderson, 2016). However, with the recent technological advances, the media has become their primary source of knowledge, and they have devoted the majority of their time to the resource.

Research Evidence and Case Examples

The researchers used different types of techniques to gather their research in a bid to ensure that the results produced helped reveal the results they were searching for. First, the use of references to actual events, such as the report of Devin Moore, only eighteen years of age, who shot at and killed three men when he was taken for probing on the culpability of contributing to car stealing (Phillips, 2007). In addition to this, the media, such as movies and dramas, portray minority communities as violent, and such portrayals may prompt those victimized to decide to engage in violence to fulfill such profiling.

Quantitative Research Methodology

Most of the research sources their information through a presentation of data based on a quantitative approach of methodology (Wilson, 2008). For example, there is a provision for a more contextual process of identifying the context of aggression among youths and how the programs they watch or the video games they play actually affect their thinking and behavior (Slater & Henry, 2016). On the other hand, some texts make the decision to use exploratory references to provide a clear indication of how the different attitudes of children are being shaped by what they see and realize with the existence of the different elements surrounding them.

Sampling Strategy for Youth Research

The sampling technique that is most preferable would be random sampling. This type of sampling will require the use of different people of different ages within the youth brackets and understand their logic in relation to violence (Brown, 1996). The questionnaire will be distributed among them, and the answers will be used to analyze their perception of violence. In addition, their provocation levels will be tested to determine their personal affection for violence and how much violent content they are exposed to (Gerbner, 2010). Control will be done through the exposure of some youth to no violence for a few weeks, and they should be made to undergo the same tests.

Inclusion Criteria and Ethical Considerations

The inclusion criteria will be done by ensuring that different sections within the region are represented and that randomness should include some minority ethnic communities such as African

Americans and Mexicans (Moeller, 2001). The ethical issue that is likely to occur during the collection of the sample is the bias of using only friends since you already understand their patterns. Additionally, the collection of samples from one region may bias a certain group of people, leaving out other representations within the same society (Jarred, 2001). In conclusion, ensuring the sample is as unbiased as possible will ensure the results can give a conclusion that is true. The conclusion is likely to help with future issues regarding the youth, media, and their relationship with violence.

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