My Annotated Bibliography on T.V. Violence and Children's Behavior


This article posted in the *Early Childhood Education Journal* in 2008 by Fran C. Blumberg, Kristen P. Bierwirth, and Allison J. Schwartz covers the violence topic in the cartoon genre. They are not creating research and data on this issue of media violence and aggressive behavior, but are instead gathering research from several sources over the three following questions: “why is cartoon violence considered to be bad?”, “what do children understand about cartoon violence”, and “what do children think when they see cartoon violence?” (Blumberg, Bierwirth, & Schwartz 101-102). These sections will enhance my paper because they provide answers to those basic, overviewing questions on media violence. They also focus on the behavioral reactions by young children which is the age group my research is encompassing. Most importantly, the authors include a narrative at the beginning about two kids watching the cartoon show *Squirrel Boy* and how the kids react to the light violence on the screen. This narrative helps me brainstorm ideas for the personal or fabricated narration about kids and violent media I intend on including in my final paper.


This study expands upon previous research by examining subtypes of aggression in relation to violent media. In particular, research has established relational aggression as a point of contrast with physical forms of aggression (see Crick et al., 1999, for a review). Children who spread rumors, exclude peers, and engage in other relationship-oriented aggression are different than those who simply hit or kick to aggress against another. Relational aggression has been defined as "behaviors that harm others through damage (or the threat of damage) to relationships or feelings of acceptance, friendship, or group inclusion" (Crick, 1996). Two hundred-nineteen third, fourth, and fifth grade students and their teachers were surveyed over six-months. The study reports that relationally aggressive children reported significantly more exposure to overall media violence and a greater preference for violence than their non-aggressive peers. In addition, physically and relationally aggressive children played more video games and tended to favor more violence in their games. The study's results also supported previous studies on violent media's effects on children such as: Kids who are heavy media consumers prefer more violence than light viewers; The older the students were the more they preferred violence in their video games;
Children who were physically aggressive were more likely to watch violent media than non-aggressive children. The study also shows the difference among sexes is strong, the study's authors write. Boys were exposed to more violent media and preferred more violent media. I think that there is no bias in this study at all.


In this judicious Psychology Today article on videogame violence, Brad Bushman, a psychology professor and violent media researcher, claims that violent video games have a significant effect on the aggression levels of children. By following psychological and logical reasoning, Bushman analyzes how exactly violent video games increase and encourage aggressive behavior. He discusses the psychological concepts of active learning, identification, and behavioral conditioning in order to show that violent video games increase violent behavior. For example, players are often awarded with extra points for scoring headshots or extremely violent kills in certain video games, and Bushman believes that this encouraged violent behavior may affect other aspects of children's lives. Bushman hopes that by making his audience aware of the fact that violent games actually affect kids, his audience will better regulate or at least be aware of the issue so that better decisions can be made. Bushman’s primary audiences are those who peruse psychological information and parents who wish to be informed on the effects of violent media.

Bushman cites studies but he doesn’t explain how they were conducted. He leaves them vaguely described. People who don’t fully understand psychology may not understand his point as well. The article was certainly biased towards “video games are bad”, but he isn’t hateful or uneducated about it. He just doesn’t leave any room for debate. This source will be useful because it is a good representation of the argument that watching videogame violence is a problem. It cites scientific causes however. I can use this source in my conversational piece in order to form a logical and scientific argument for the side believing video games and cause aggression.


In this Michigan Youth Violence Prevention Center blog post, Roanna Cooper, MA, and Marc Zimmerman, PhD, urge that both sides to the violent views issue have merit, a deeper examination of the issue from different viewpoints are required in order to develop effective solutions to the problem. Cooper and Zimmerman develop their claim by first establishing the credibility of both sides of the argument. They vividly describe several studies conducted to examine the effects of media violence on children and they also justify
the statements of those who argue against the banning of violent scenes to minors. They establish credibility on both sides of the argument in order to show that there is no simple solution to this issue. One does not simply selectively ban an art form based on claims that it negatively impacts children. Cooper’s and Zimmerman’s intended audience are those who seek information on the effects of violent media on children, such as concerned parents, and those who believe there is one simple solution to the problem.

The only question that I feel could be asked about the source is that if the two widely proposed solutions to the issue, banning the sale of violent videos and doing nothing, don’t work, then what is a good solution? The authors do an excellent job of showing that the two extreme won’t work. They don’t, however, describe an alternative, they simply state that one is needed. This source will be useful in my proposal paper because it talks about the validity of both points of view. It will serve as a good middle ground to the issue. It will also help me establish that there is, without a doubt, some relation between violent media and violent behavior in youth.

5 – Darrell, Stephanie. "Violent Video Games DO Make People More Aggressive."


With the use of this internet source, information states that playing violent video games does in fact increase aggressive behavior in people. Studies show that after playing video games for just one week alone, certain areas of the brain are left physically altered and they suffer reduced brain activity. Also, the author of this article has the credentials of being a credible source because she has wrote plenty of other legible articles. Her article is based on their search of scientists. The author of this article, Stephanie Darrell, has a good background. She is a graduate of the University of Wales, Aberystwyth, and a former senior feature writer for South West NewsService, Bristol, and a former news reporter for four different companies in five different areas (1 company in 2 different areas). Also, she is currently a PR assistant for De Vere Group. This is a good source because it has to do with my inquiry question. It explains that the violence in video games affects others' lives.


The authors, researchers at Western State College, collected data from a group of 8-year-olds to test their hypothesis that the amount of violence children saw on television relates to the aggressiveness of their behavior. They found that children who were allowed to watch evening police dramas and “made for TV” specials with abusive situations demonstrated increased aggressive behavior over children who were not permitted to watch these programs. The researchers found a connection between aggression in children and television violence as displayed in cartoons and news programs. The article by Doe and Williams is one of the few studies that examines aggressive behavior as it relates to different
types of television programs. So this article tries to answer my question "Who is responsible for the children's violence?"


Arline Kaplan examines media violence in relation to aggressive behavior in his psychiatric article “Violence in the Media: What Effects on Behavior?” Kaplan does a fair job on including both perspectives on media violence that media is the main cause for aggression and violent acts and, on the opposing side, that media is only one of many factors for violent conduct. In one particular section, Kaplan covers research studies and statistics which will improve the credibility in my own argument. He also includes the incidents from Columbine and Virginia Tech in which the shooters Eric Harris, Dylan Klebold, and Seung-Hui Cho were diagnosed to be mentally ill. This supports his main point in the end that the media violence and aggression link is only a small factor to the bigger problem of violence and that poverty and illness are additional factors as well. This article with specificity on psychiatry will strengthen my argument that there are many factors play into violent behavior not just one.


To assess the effects of reducing television, videotape, and video game use on aggressive behavior and perceptions of a mean and scary world using a randomized, controlled, school-based trial. Participants were third- and fourth-grade students (mean age, 8.9 years) and their parents or guardians. Children in one elementary school received an 18-lesson, 6-month classroom curriculum to reduce television, videotape, and video game use. Compared with controls, children in the intervention group had statistically significant decreases in peer ratings of aggression and observed verbal aggression. Differences in observed physical aggression, parent reports of aggressive behavior, and perceptions of a mean and scary world were not statistically significant but favored the intervention group. The authors conclude that an intervention to reduce television, videotape, and video game use decreases aggressive behavior in elementary schoolchildren. These findings support the causal influences of these media on aggression and the potential benefits of reducing children's media use. So all of us can make restrictions on viewing violent stuff on television.