

Effects of Viewing Violent Electronic Products on Children's Psychological Development

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Abstract. Many years of research have shown that media exposure and violent TV shows are two dangerous factors that might lead to aggressive behavior in kids. Because television was the most common media that youngsters were exposed to, electronic gadgets were selected for the study. Violence is on the rise and fresh cartoons are produced by the media on a regular basis. As science and technology advance, children are interacting with technological products like animated movies more and more. In order to ascertain the impact of violent TV programs on children's psychological development—specifically, violence, prosocial conduct, social adjustment, and peer relationships—this study analyzes the body of research on the subject. Moreover, the progress of science and technology has brought children closer and closer to electronic products such as movie animation, and we need to study the impact of these increasing things on children in order to better nurture future human beings. Giving guidance to various groups of people at the end of the paper. The purpose of this article is to reveal the harmfulness of violent media and television programs to children and to warn people in order to better protect the designated population in the future.

Keywords: Violent content; aggression; children; electronic devices.

1. Introduction

With the development of Internet science and technology, the relationship between various electronic products and animation and people has become more and more intimate, which leads to a few problems: Are TV and video games good for children? Will children learn all kinds of evil and violent behaviors from cartoons? Electronic devices were chosen for the study because television was the most popular medium children were exposed to. The Kaiser Family Foundation conducted national surveys of American youth aged 8 to 18 in 2005, and the results showed that, compared to 1999, 49% of children had a game console in their bedroom (up from 45%), 31% had a computer (up from 21% in 1999), and 20% had access to the Internet (up from 10%) [1]. Data collected in the late 1990s in 10 European nations and Israel indicated that children ages 6 to 16 averaged more than a half hour per day playing electronic video and computer games [2]. Violence is on the rise and fresh cartoons are produced by the media on a regular basis. In addition, kids will aspire to emulate their favorite cartoon characters. They make an effort to mimic and follow the lead of their favorite animated characters. Conversely, studies show that demonization is surprisingly common in young children's viewing of television and movies. Disney movies have references to "evil" in 74% of them, with an average of 5.6 mentions per movie [3]. There were references to "evil" in 44% of after-school cartoons, or an average of one per cartoon. Therefore, in order to provide kids a happy childhood and a bright future, we need to know if electronic products will negatively affect them. As was already noted, science and technology advancements have brought kids closer to electronic goods like animated movies, and in order to properly raise future generations of humans, we must research the effects of these growing items on kids. These are very significant questions. The reading, analyzing, and integration of prior research and experiments served as the foundation for this study. Examined on Google Scholar and additional scholarly websites, as well as included in the references section.

2. Method

The present study describes the effect of violent television and media on children, by listing and demonstrating many experiments have read and done. All the references are been searched in Google Scholar, all the essay and work included are later than year 2000. The work shows these following parts, Social Learning Theory, the effects of viewing violent content on children's psychological development [4].

3. Literature Review

3.1. Social Learning Theory

Bandura is credited with creating the Social Learning Theory [5, 6]. Which he believes has an impact on human behavior because to the connection between environmental circumstances, individual cognition, and behavior. Additionally, the Social Learning Theory makes reference to observational learning, which shows how social environments shape all sociological behaviors in humans by allowing them to see and learn from the successful actions and outcomes of others. Additionally, he conducted certain experiments that, while maybe unethical in the modern world, serve as excellent examples of how readily children pick up violent habits from their parents, who serve as their "models."

Bandura described an experiment in his social learning theory that looked at how response outcomes to models affected aggressive imitation learning. To measure the frequency of aggressive reactions, both imitation and non-imitative, in kids who witnessed aggressiveness paired with rewards and those who witnessed aggression paired with penalties after exposure. Youngsters who witnessed the aggressive pattern reward shown higher levels of mimicking violent conduct and were more likely to imitate the successful attacker than those who witnessed the aggressive pattern punish, who neither imitated nor did they copy the successful attacker.

An act of assault is described as one that is done with the intent to do injury to another person, with the expectation that the victim may really suffer harm, and with the belief that the person being attacked has a reason to protect themselves.

3.2. The Effects of Viewing Violent Content on Children's Psychological Development

3.2.1. Aggression

According to a long-term study on the impact of video games, elementary school pupils who played violent games on a regular basis during the first few months of the school year had increased verbal and physical aggression as well as decreased helpfulness [7]. Researchers tracked 430 students in third through fifth grade for the whole of the academic year to determine whether or not students who played more violent video games earlier in the year developed more aggression by the conclusion of the year. The kids, their teachers, and their peers were all measured by the researchers. They discovered that playing violent video games causes one to become more hostile attribution biased, perceive the world as cruel, become more aggressive both physically and verbally, and exhibit less prosocial conduct [8]. The trial verified that children's hostility is influenced by electronic devices. It was unexpected that children who watched more violent television between the ages of 6 and 9 demonstrated higher levels of aggressiveness 15 years later, even after controlling for family characteristics such as socioeconomic position, parental violence, and parenting style [8].

3.2.2. Social Adaption

One boy described coping with a real-life conflict by role-playing it in the game: Say some kid wants to fight you, and he talks trash about you. When you go home and play, you're like, "This is the kid that I hate," and you beat him up and stuff [9]. Some may say that this indicates that violent electronic products will cause less harm and aggression in real life, but it is actually misleading. In this case, playing violent video games didn't solve the problem, the relationship of the child and his

peers didn't improved, but still stuck in the "hates" because the boy actually punched him in the game. Moreover, iThis boy substitute the guy he hate to the video character, which shows that the relationship between the real life and video games are too strong. And too strong connection of the violent games and real life will back to bite by soon generate the real life as the violent video games and done violent stuff in real life.

3.2.3. Prosocial Behaviors

Children's prosocial conduct is also impacted by violent animation. Following the survey, the average score for prosocial content in children's media channels was 1.83 out of 5, and 74% of the programs had a score of less than 2 for prosocial content [10]. Cartoon violence index and prosocial content had a negative correlation. A notable illustration is the Disney television series, which, in comparison to other media, has comparatively low levels of violence and high levels of prosocial content. This implies that children's prosocial behaviors will be positively impacted by violent cartoons and television shows, which feature fewer prosocial and more non-prosocial behaviors.

3.2.4. Peer Relationships

Conversely, aggressive or maladaptive conduct not only results in children's maladaptive behavior but also negatively impacts their interactions with their peers. Children and juveniles may become relationally aggressive due to their perceptions of relational aggression, such as retailing gossip or rejecting others [11-13]. To be more precise, if children saw a video clip including relational violence, they were more likely to evaluate connection and relation points negatively and to exhibit antagonistic attribution bias towards blurred situations [12]. Researchers have found that adolescents who disclosed their exposure to violent video games at the beginning of the study saw a decrease in interpersonal trust by the end of the study, based on a study involving roughly 600 German youths [13, 14].

4. Implications

The detrimental consequences of violent TV shows and movies on kids are discussed in this article. Further study is required to safeguard youngsters and provide them with a brighter future [15-17]. In addition, we must raise awareness of this issue and remind people of its significance. According to a large number of parents surveyed, they just verbally remind their child. This means that parents need to take this more seriously in order to ensure that their child exhibits protective behavior both verbally and physically [18-20]. However, educators must also make every effort to support and mentor students in making moral decisions. Examples of this include airing cartoons to kids who have not developed their own opinions or promoting TV shows like Disney that have very little or no violent content during animation. In addition, more prosocial behaviors ought to be featured in kid-targeted media content across platforms and channels [21].

5. Conclusion

In conclusion, this article approximately talked about viewing violent electronic products will influence children's psychological development in aggression, social adaption, prosocial behaviors, and peer relationships. All these negative effects should warn people of the importance of the violent media on children. In order to guarantee the safety grow up of children, we should attach greater importance to this, and advertise it.

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