

VIOLENCE IN VIDEO GAMES, MOVIES AND TELEVISION IS ALL TO BLAME FOR INCREASED CRIME IN TODAY'S YOUTH

"Violence on television is the leading cause of crime committed by today's youth" is a statement that has an element of truth in it. It's my belief though that violent movies and violent video games are also to blame for crime committed by today's youth. In my essay I will explore the role that I think television, movies and video games play in the increased crime committed by today's youth.

Television certainly has a large role to play in the increased violence in children today. There is something called the inoculation model that states that as we see something we begin to become immune to it and as a result, we need to see worse and worse to be satisfied. What will gradually happen is children will see certain levels of violence as acceptable, and may well mimic what they see. In my opinion the most dangerous programming is the evening news, not only is it violent, but it's also real life.

The Film Industry is not without guilt either, although there is some level of protection in the form of ratings. The rating system though, is really only a guideline and is not even required. Movies can very often produce a false sense of reality. In a James Bond movie no matter what happens Bond never seems to get hurt or perhaps more importantly never is held responsible for whoever he kills. Children watching this may take it too literally and assume they won't get hurt either. It also sends out the message that they won't be held responsible if they kill someone, but in reality they will. Children need to be made aware between what reality is and what is just for fun.

Video Games are in my opinion the most dangerous element. There are warnings on them, but the age restrictions aren't taken very seriously. Even if a child isn't able to buy a game at a store, there are other ways to get it. Children can buy online or get it from a friend. The problem is that even games that aren't expected to be violent turned out to be violent such as some sports games. The result is our children are exposed to hundreds of violent images daily and it should come as little surprise that crime in youth is increasing based on that fact.

In conclusion this is all very dangerous. The message that is being sent out is violence is acceptable and is without consequences. I do believe that violent television, movies and video games are all to blame. Children will mimic what they see and later in life will use what they have seen to solve their problems. Childhood is when most values are formed and also the time we learn the difference between right and wrong. Parents need to be painfully aware of all this and restrict their children from accessing violent material and also explain to their children the difference between entertainment and reality.

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