

Media and Violence

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It is a problem when people think it is
a problem

- “Scream Quietly or the Neighbors Will Hear”
- Media around the world began to describe the problem as a result of her book. And by the 1980’s it was becoming a problem because people thought it was a problem.

Intimate Partner Violence

- 24 persons per minute are victims of rape, physical violence, or stalking by an intimate partner
- 9% of high school students reported date – related physical violence.
- IPV contributed to 1295 deaths.
- Victims are more likely to experience depression, anxiety, Posttraumatic stress disorder, suicidal behaviors, STD's, and unintended pregnancy.

Media impact on individual behavior

- Children's Exposure to TV violence
 - Aggressive behavior
 - Desensitization
 - Effect on young adult behavior

Childhood exposure to media violence

- Predicts young adult aggressive behavior for both males and females.
- Identification with aggressive TV characters and perceived realism of TV violence also predict later aggression.
- Relationships persist even when controlling for effects of SES, intellectual ability, and a variety of parenting factors.

Men

- High TV-violence watchers as children were convicted of crimes at over three times the rate of other men.
- More likely to have pushed, grabbed, or shoved their spouses, responded to an insult by shoving a person, to have been convicted of a crime (according to state records), and to have committed a moving traffic violation.

Women

- Women who were high TV-violence watchers as children reported having punched, beaten, or choked another adult at over four times the rate of other women.

Media aggression and dating violence

- Exposure to aggressive media once or twice had little or no effect
- Cumulative effects over time predicted both dating perpetration and victimization.
- Effects are mediated by adolescents attitudes about violence.

Commercial rap music

- Since 1988:
- Higher levels of lyrics which represent degradation of women and violent acts towards women.
- Higher levels of hypermasculinity/violence.
- Higher levels of homophobia
 - Oware, 2014, DePauw University

Violent video games

- A meta-analysis using over 18,000 participants found support for game-elicited aggression.
 - Increased aggressive behavior
 - Increased aggressive cognition
 - Increased aggressive affect
 - Decreased pro-social behavior
 - Decreased empathy
 - Increased physiological arousal
 - Anderson, 2010, Psychological bulletin

Cyberbullying

- A CDC summary indicated that 16% of high school students indicated that they had been bullied by electronic means (in a national survey). Some international studies indicate prevalence as high as 49% (Indonesia for example)
- Bullying can result in depression, suicidal thoughts, feelings of hopelessness, and no venues for escape.

Media impact on attitudes and understanding

- Media reporting of violence can have a powerful impact on attitudes and perceptions.

Issues with professional Journals

- Takes too long (research is time consuming, esp for longitudinal studies)
- Data unavailable to general public. Not readily interpretable. Often published in places difficult to access.
- Focus is often on causality at expense of intervention.
- Not always informational in practical ways.

New type of media studies

- In 2013 and 2014 a new type of journal article has begun to appear. These articles demonstrate that through careful analysis of both research articles and media that an understanding of a social phenomena can be better illustrated.

Examples:

- Intimate Partner violence in the Canadian territorial north: perspectives from a literature review and a media watch.
 - Moffitt, 2013
- Intimate Partner Violence in Late Life: An Analysis of National News Reports
 - Roberto, 2013, *J Elder Abuse and Neglect*
- A Scientific Analysis of the Media Coverage of Intimate Partner Homicide-Suicide
 - Hadley, 2014, dissertation

My opinions

- Violence is a multi-faceted problem with no one source.
- The impact of violent media, especially on children, has a disturbingly negative impact when it is strong and cumulative.
- Violence in the media is increasing, especially in social media, games, and song lyrics.

The media has the capacity

- to positively effect the broader culture, values, and understanding of violence, and have a very powerful informational and preventive role.