Analyse the Study of Media Violence on School Students

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Abstract
Now more than ever, violence is an accepted element of daily life. The literature on this topic overwhelmingly demonstrates a correlation between exposure to media violence and aggressive behaviour in youngsters. Research has also demonstrated that exposure to violent media can quickly escalate aggressive tendencies. Video game critics counter that not all people who watch violent TV shows become violent themselves. Studies have found that students who regularly spend four or more hours a day watching violent media perform worse. It has been seen that exposure to violent media might toughen up and desensitise youth, which in turn may lead to aggressive behaviour. This is a first exploratory effort using questionnaires given to classroom instructors. In order to corroborate the findings, some of the teachers at a school in Surrounding Hyderabad in Telangana State were also interviewed. The study's findings can be used to address the problem of violence in schools and guide future studies in this area.
Keywords— Schoolchildren, media, and television violence:

1.Introduction

Today's youth devote the majority of their waking hours to two activities: school and media. Children spend an average of 40 hours a week in front of screens (viewing TV, movies, listening to music, playing video games, and surfing the web). Surprisingly, a large majority of games have been shown to have some form of violence. Over half of all E (for Everyone)-rated games have some form of violence [4], and that number is certain to rise. Children are being exposed to a lot of graphic violence in video games; therefore, it's important to learn what effects this has on them. [11] This article provides a critical analysis of the scientific literature on the topic of violent video games and their impacts on children, as well as the hypotheses that attempt to explain these effects. Next, we'll look at how the players' own differences and the games' design elements interact to determine the extent to which each player is impacted. [6] The impact of the media on society, for better or worse, is one of the most visible effects of progressing technology.The introduction and growth of mass media since the turn of the twentieth century have had a global impact on the prevalence of violence.

Exposure to violent media, such as television and video games, has been linked to an increase in violence and aggression, among other things. The growing prevalence of violence seen on television has been linked to an increase in real-life aggression. As a result of globalisation,

more people in economically developing nations have access to media like this on television. Even in developing nations in today's Westernized world, television serves as a substitute parent. Aggression has been linked to feelings of helplessness over infertility, a lack of parental bonding or acceptance, disparities in parental recollection by gender, and worse self-esteem, according to a literature review conducted in Pakistan. However, in the current cultural and societal context of the country, where violence in the form of terrorism, blasts, and targeted killings is extremely frequent and gets widespread media coverage, the connection between television violence and aggression in preadolescents still needs to be examined. The aggressive portrayal of violence is intentional in [5].

Aggression can be verbal, physical, or both. It can be aimed at any group or individual. [13] It leads to inevitable negative outcomes, which may cause distress on a psychological or bodily level. It's clear that TV and other media depictions of violence have a devastating effect on viewers' mental health since they show people being physically and emotionally harmed. Furthermore, it is clear that verbal harassment can escalate into physical assault. Media violence [7] refers to any depiction of violence in the media, whether it is on television, in the movies, on DVDs, in video games, in the lyrics of songs, on the internet, or in comic books. [17]

Controlling Aggressive Behavior

Many individuals and organisations are capable of controlling student and youth violence. If used effectively, the following strategies can mitigate this sort of behaviour:

Parental Involvement and Tutoring [9]

Bloodshed occurs in the natural world. Examining current cultural trends is essential to developing a well-rounded character and, by extension, deciding what steps may be taken to safeguard children from the negative impacts of TV violence, especially on students. Further, limiting how much time is spent in front of the TV is recommended. Limit the amount of time spent in front of the TV every day, keeping in mind that even a little (5-minute) exposure to a corrupt show can have a more negative impact than watching a social drama for a full 3–4 hours

Smart decisions in selecting software:

There should be a preview of shows that kids can watch so that parents can decide if they are appropriate.

Having a straight talk about:

Parents should have open conversations with their kids about the dangers of violent media and television. According to studies, having conversations with kids about the social and religious inappropriateness of violent TV shows is a great method to protect kids from the harmful impacts of media exposure. Schools, churches, and community groups can all benefit

from training members to actively listen to others, study behaviour patterns, and use the Internet to learn more about people who exhibit strange behavior. [8]

2.Materials and Method

Study area

This research was conducted in public schools in the Surrounding of **Hyderabd district in Telangana state.**

Method

This qualitative research project's overarching goal was to investigate how three schools in **Hyderabd district** slums were perceived by their students in terms of their involvement in violent acts.

Sample:

One hundred and three male 11th graders from three **Hyderabd district in Telangana state**

Procedure

The survey was intentionally handed out. Some of the schools' active faculty members provided assistance to the researchers by helping them collect data. To back up and double-check the data collected from the students' questionnaire, interviews with the principals and vice principals of the sample schools were conducted.

3.RESULT

Table 1.Consumption of media

Choice of programs	Percentage
Social networking	42
Watch movies, shows, songs, serials etc	35
E-mail and serious work	23
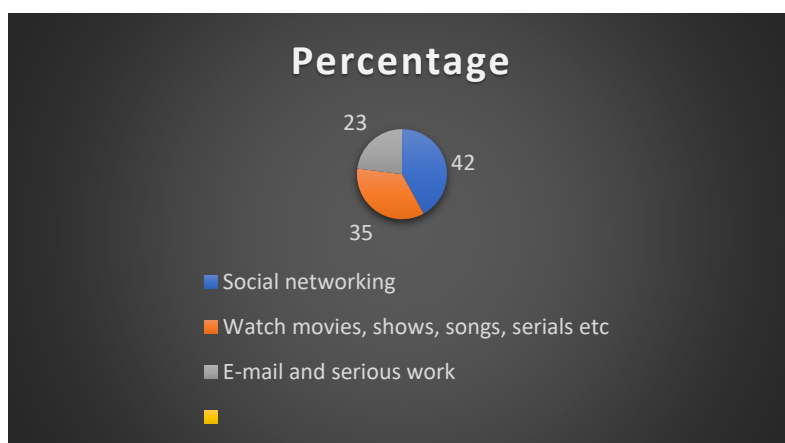
Fig 1. Graphical representation of Consumption of media

Table 2. Is Violence a part of life

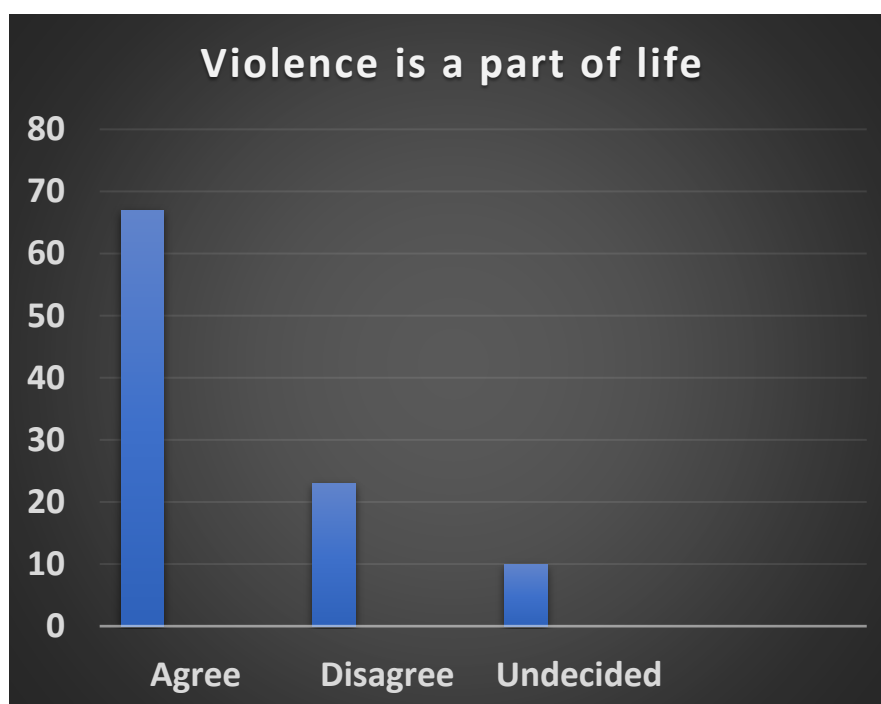|	Agree	Disagree	Undecided
Violence is a part of life	67	23	10

Fig 2. Graphical representation of Violence a part of life

Table 3. TV/Films is a cause of violence

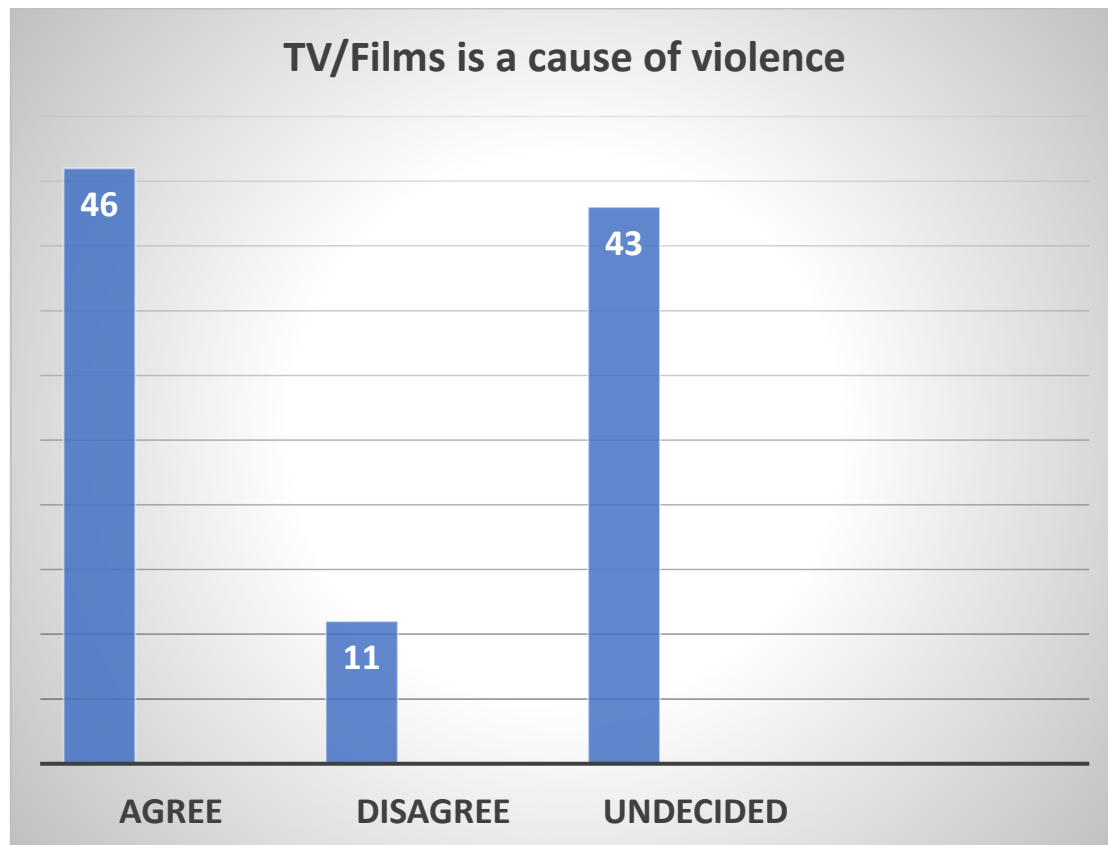|	Agree	Disagree	Undecided
TV/Films	46	11	43

Fig 3. Graphical representation of TV/Films is a cause of violence

4.Discussion

Interviews with principals and vice principals at schools where students were given questionnaires yielded positive results.[10] All the heads of the schools were of the opinion that "violence" is a severe social issue. Additionally, they validated the idea that some kids' homes, communities, and extracurricular activities contribute to their extreme levels of aggression. [13] They stated emphatically that one can never discount the importance of one's family history when considering a violent propensity. On posing the question of whether TV is the most influential factor in spreading violence, they mentioned other considerations as well. Adolescent psychological aspects cannot be ignored for several reasons. [15] Perhaps even more so than television and movies, the internet is a major conduit for the dissemination of violent content. In regards to the link between sex and violence, the interviewees gave direct answers. They believed that sex problems, especially those that arise at a young age, inevitably result in physical conflict. Parents were blamed for their children's lack of supervision and discipline, but teachers also play a crucial role in providing advice and

counselling. However, parents should indirectly limit their children's access to violent or sex-related programmes or websites, or the children will go or watch against their parents' wishes and demands.The leaders all acknowledged that their charges can become violent at times, and that this is especially true in the car. They believe that by making a collective effort, we can lessen the severity of problems of this nature. [16]

5.Conclusions

There is widespread agreement that exposure to violent content in the media has a negative impact on children and teenagers. Some studies, however, find that the negative impact of violent media on students, in particular, may not be as great as once thought. [19] True, parents need to keep a closer eye on their kids and pay more attention to them. Everybody gets caught up in the day-to-day grind and forgets to stop and think about what really matters. Parents should pay less attention to the movies, video games, and general television shows their kids watch and pay more attention to the kids' actual lives. As a result, most adults in this situation don't pay close enough attention to their kids' activities. These days, parenting is challenging enough without added stress. The media's promotion of violence makes it ten times more challenging to guide a child in the proper direction. Is it fair to say that the idea that violent media makes young people violent is correct? Even though it's impossible to assert positively, the influence is undeniable and cannot be overlooked. Media and television are necessary evils, making total control unlikely. As parents, all we can do is make sure we don't lose track of our kids and always play an active role in their lives. [20]

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