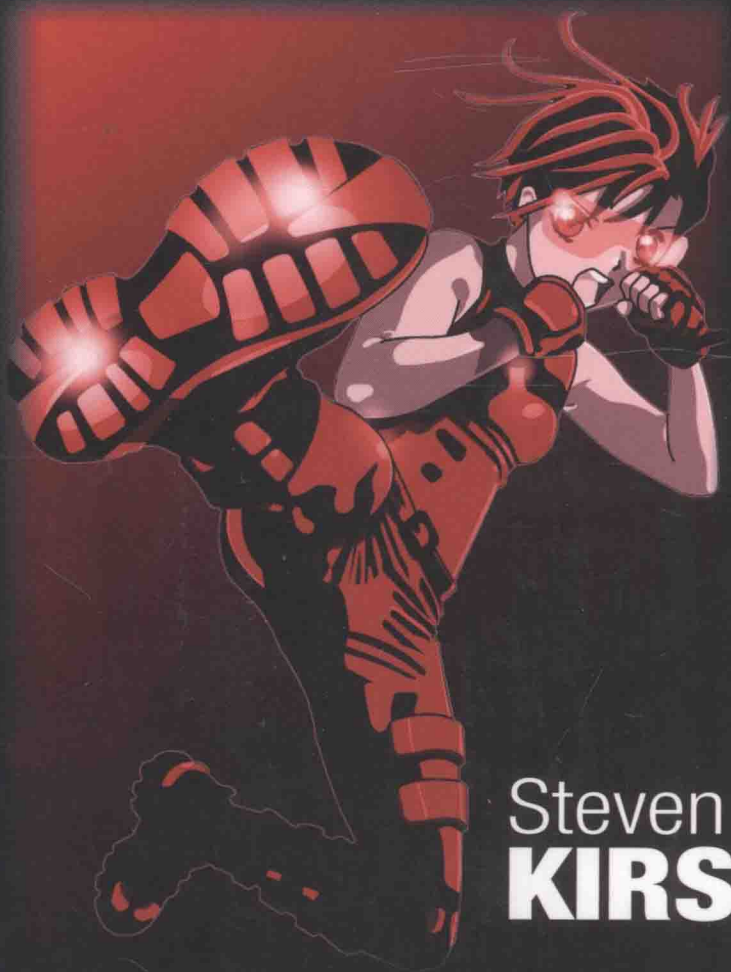


CHILDREN, ADOLESCENTS, AND **MEDIA** **VIOLENCE**

A Critical Look at the Research



Steven J.
KIRSH



CHILDREN, ADOLESCENTS, AND MEDIA VIOLENCE

A Critical Look at the Research

Steven J.
KIRSH

SUNY - Geneseo



SAGE Publications

Thousand Oaks ■ London ■ New Delhi

Copyright © 2006 by Sage Publications, Inc.

All rights reserved. No part of this book may be reproduced or utilized in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without permission in writing from the publisher.

For information:



Sage Publications, Inc.
2455 Teller Road
Thousand Oaks, California 91320
E-mail: order@sagepub.com

Sage Publications Ltd.
1 Oliver's Yard
55 City Road
London EC1Y 1SP
United Kingdom

Sage Publications India Pvt. Ltd.
B-42, Panchsheel Enclave
Post Box 4109
New Delhi 110 017 India

Printed in the United States of America on acid-free paper

Library of Congress Cataloging-in-Publication Data

Kirsh, Steven J.

Children, adolescents, and media violence : a critical look at the research / Steven J. Kirsh.

p. cm.

Includes bibliographical references and index.

ISBN 0-7619-2975-4 (cloth) — ISBN 0-7619-2976-2 (pbk.)

1. Mass media and children. 2. Mass media and teenagers.
3. Children and violence. 4. Youth and violence. 5. Violence in mass media. 6. Aggressiveness in children. 7. Aggressiveness in adolescence. I. Title.

HQ784.M3K5677 2006

302.23'083—dc22

2005020164

05 06 07 08 09 10 9 8 7 6 5 4 3 2 1

<i>Acquiring Editor:</i>	Jim Brace-Thompson
<i>Editorial Assistant:</i>	Karen Ehrmann
<i>Production Editor:</i>	Sanford Robinson
<i>Copy Editor:</i>	Diana Breti
<i>Typesetter:</i>	C&M Digitals (P) Ltd.
<i>Indexer:</i>	John Hulse
<i>Cover Designer:</i>	Candice Harman

Preface

C*hildren, Adolescents and Media Violence: A Critical Look at the Research* provides a comprehensive review and critique of the research on media violence as it relates to children and adolescents. Thus, throughout the book, theories and research are evaluated from a developmental perspective. This perspective helps demonstrate the effects of media violence on youth as a function of age. More importantly, a developmental analysis of the research allows for identification of age-related “holes” in the literature. In fact, I think you will be surprised to find that across development, and for certain types of violent media (e.g., video games, music), very little research exists.

In each chapter, methodological and statistical concepts are introduced within the context of research. I do this for several reasons: first, it is my belief that methodological and statistical concepts are easier to grasp when introduced alongside an interesting study. Second, understanding such concepts is crucial in the analytical evaluation and understanding of any given study. Third, the relatively slow introduction of methodological and statistical concepts allows the reader to digest the material and apply the new understanding to studies as they are presented in each chapter. Finally, understanding research methodology so that one can be a *critical* consumer of research is a process that requires repetition.

The book is divided into three major sections: Understanding Aggression, Effects of Specific Forms of Violent Media on Youth, and Media Violence and the Concept of Risk. The first section places media violence in the context of aggression. Here, aggression is defined, theories of aggression are laid out and critiqued, the development of aggressive behavior is described, and the patterns of and reasons for violent media consumption are discussed. The second section begins with a discussion and review of the literature addressing the contention that violent media is actually good for youth. Once this contention has been disavowed, I evaluate the extant body of empirical research addressing the effects of the different types of violent

media (e.g., video games, television) on children and adolescents. The third section addresses violent media consumption from a risk factor perspective. To understand the relative risk associated with violent media consumption, non-media-related risk factors for aggression in youth are reviewed. Subsequently, the relative risk associated with media violence exposure is addressed. Moreover, techniques for reducing the negative effects of violent media consumption are discussed. This section ends with a review and discussion of governmental and self-regulatory policies resulting from the perceived and actual threat of media violence consumption. Finally, because those interested in the effects of violent media on youth may also be interested in the effects of nonviolent media on youth, the last chapter of this book addresses the potential benefits and harm associated with nonviolent media consumption.

Acknowledgments

I would like to thank Carolyn Emmert, J. Martin Rochester, and Paul Olczak for their feedback on the manuscript. I am especially grateful to my father, Marvin Kirsh, and to Joan Ballard and Sudha Bakshi for their encouragement and support in writing this book.

Contents

Preface	xvii
Acknowledgments	xix
Part I: Understanding Aggression	1
1. There and Back Again: A Media Violence Tale	3
A Look Through the Violent Sands of Time	4
Evaluating the Evidence of Evil Influences	8
Aggressive Behavior and Aggression-Related Constructs	9
Types of Aggression	10
Aggression-Related Constructs	11
Violent Entertainment and Aggression-Related Constructs	12
Answering Questions So New Questions Can Be Raised	13
On the Value of Research	17
Preview of Coming Attractions	18
Summary	20
2. Exposing the Beast Within: Aggressive Behavior Across Development	21
Normative Development and Individual Variation	21
The Developmental Pathway From Anger to Conflict to Aggression	23
Anger	23
Conflict	23
Normative Aggression in Preschool	24
Normative Aggression in Grade School	25
Normative Aggression in Adolescence	26
School Shooters	26
Assessing Threats Made by Youth	27
Evaluating Current Threat Assessment Procedures	31

Correlation	31
Correlation Is Not Causation	32
Individual Variation in Aggressive Behavior	33
Desisting	33
Stabilizing	34
Escalating	35
Onsetting	35
Individual Patterns of Aggression as a Function of Violent Entertainment	36
Sex Differences in Aggressive Behavior Across Development	37
Sex Differences in Aggression and Violent Entertainment	37
Aggressive Behavior in the Context of Development	38
Developmental Tasks and Violent Entertainment	39
Excessive Aggression in Youth	40
Aggression and Developmental Psychopathology	41
Developmental Psychopathology and Entertainment Violence	42
Summary	44
3. Understanding the Beast Within:	
Theories of Aggressive Behavior	47
Understanding Theories	47
Valid Theories	48
Pseudoscientific Theory	48
Theories of Aggression	48
Psychoanalytic Theory of Aggression	48
Evaluation of the Psychoanalytic Theory of Aggression	49
Application of Psychoanalytic Theory to Media Violence	50
Frustration Theory	50
Evaluation of Frustration Theory	51
Application of Frustration Theory to Media Violence	51
Social Learning Theory	52
Evaluation of Social Learning Theory	53
Application of Social Learning Theory to Media Violence	54
Social Information Processing Theory of Aggression	54
Evaluation of Social Information Processing Theory	56

Application of Social Information	57
Processing Theory to Media Violence	57
Script Theory	58
Evaluation of Script Theory	59
Application of Script Theory to Media Violence	59
Control Theories	59
Self-Control Theory	59
Social Control Theory	60
Evaluation of Control Theory	61
Application of Control Theory to Media Violence	61
General Aggression Model	62
Evaluation of the General Aggression Model	64
Application of the GAM to Media Violence	65
Theories of Aggression and Developmental Considerations	65
Summary	67
4. Dining on Death and Destruction: The How	
Much and Why of Violent Media Consumption	71
Media Violence Consumption Across Development	72
Survey Research	72
Varieties of Survey Methods and Problems	73
Social Desirability	74
Patterns of Media Consumption	75
Media Ownership	75
Media Consumption During Childhood	76
Media Consumption During Adolescence	77
Gender Differences in Media Consumption	78
Childhood	78
Adolescence	78
Reasons for Consuming Violent Entertainment	79
Uses and Gratification of Violent Media	80
Companionship	80
Escape	81
Habit	81
Learning	81
Passing Time	82
Relaxation	83
Sensation Seeking	83
Gratifications Specific to Violent Media	85
Vicarious Aggression	85
Identity Formation: Individual Identity	86

Identity Formation: Social Identity	86
Defiance of Restrictions	87
Empowerment and Social Status	88
Mood Management	89
The Importance of Understanding Why Youth	
Consume Violent Media	89
Violent Media Consumption as a	
Function of Development	90
Summary	91
Part II. Effects of Specific Forms of Violent Media on Youth	93
5. Violent Media and the Need to Feel Strong and Powerful	95
Historical Proponents of Media Violence	96
The So-Called Modern-Day Benefits of Media Violence	97
Anecdotal Evidence: Is It Scientific?	98
The Use of Flawed Data	99
Evaluating the Empirical Evidence Presented by Jones	100
Does Media Violence Increase Feelings of	
Strength, Power, and Competence?	100
Self-Efficacy	100
Media Violence and Self-Efficacy	101
Does Media Violence Increase Feelings of Control?	103
Locus of Control	103
Media Violence and Locus of Control	104
Does Media Violence Consumption Make	
Youth Less Likely to Aggress?	106
Catharsis	106
Media Violence and Catharsis	107
Does Media Violence Consumption Help Youth	
Deal With Anxiety and Fear?	108
Research on Media Violence-Induced Fear	108
Virtual Reality and Phobias	110
A Final Dagger Into the Heart of Sexy	
Vampire Slayers	111
Research on Media Violence and Body Image	112
Summary	113
6. Watching the Playful Beast: Sports Violence and Aggression	115
Aggression in Modern Sport	116
There was No “Second Spitter” Hidden on a	
Grassy Knoll for Roberto Alomar	117

Modeling Aggression and Its Consequences	118
Laboratory Experiments	118
Laboratory Experiments and Observational Learning	119
Observational Learning and	
the Roberto Alomar Incident	121
On the Importance of Rough-and-Tumble Play	121
Watching Aggression in Sport and Sports	
Entertainment: Effects on Aggressive Behavior	124
Sports Violence and Hostility	124
Sports Violence and Gender	125
Longitudinal Research	126
Laying the Smack Down on Sports Entertainment	126
The Nature of Physical Activity in Sports Entertainment	127
Competitive Contests in Sports Entertainment	127
Rules That Govern Play in Sports Entertainment	128
Research on the Effects of Viewing	
Professional Wrestling	128
Factors That Influence Imitative Behavior in Youth	130
Power, Similarities, and Consequences	131
Identification	131
Personal Fable	132
Effects of Watching Aggressive Behavior on	
Youth Aggression During Sport	132
Generalizing From Observed Sport to a Different Sport	134
Priming	135
Aggressive Networks	136
Priming and the Josephson Study	136
Summary	137
7. Violence-Laden Imagination: Comic Books, Fiction, and Toys	139
Comic Book Violence	140
Comic Book Sales	140
Comic Book Content	140
Slapstick Humor	141
Comic Book Violence Compared	
to Other Types of Media Violence	141
Comic Book Violence and Aggressive Behavior in Youth	142
Early Research	142
Modern Research	144
Research on Late Adolescents and Young Adults	146
The Future of Media Violence Research	
May Be Written in Comic Books	149

Violence in Literature and Youthful Fear and Aggression	150
Frightening Stories and Fear	151
Aggressive Stories and Aggressive Behavior	152
War Toys and Aggression	153
War Toy Research	153
A Closer look at Gender Differences in War Toy Research	155
Critique of the War Toy Literature	156
Summary	157
8. Animating the Beast: Cartoon Violence	159
Cartoons: A Brief Historical Overview	160
Violence in Cartoons	160
The Effects of Comedy on the Perception of Cartoon Violence	161
Cognitive Transformation	162
Schematic Processing	163
Priming	164
Contextual Factors	164
Non-comedic Cartoons and Perceived Violence	164
Graphicness	165
Perceived Actuality	165
Perceived Similarity	166
Perceived Reality	166
Cartoons and Aggressive Behavior: The Evidence	168
Disinhibition	168
Laboratory Research in Early Childhood	169
Comedic and Non-comedic Violence	170
Object-Oriented and Person-Oriented Aggression	170
Field Experiments in Early Childhood	171
Ecological Validity	171
Demand Characteristics	171
Face Validity	172
The Research	172
Research on Early Childhood	172
A Study That Combines Object- and Peer-Oriented Aggression	173
Within- and Between-Subjects Designs and Field Experiments	174
Research on Middle Childhood	176
Aggressive Behavior	176

Aggression-Related Constructs	176
Research on Adolescence	177
Summary	178
9. Listening to the Beast: Violence in Music and Music Videos	179
Historical Overview	179
The Focus of Modern-Day Research on Music Violence	180
Heavy Metal	180
Rap	181
The Popularity of Music	181
The Lyrical Content of Heavy Metal and Rap	183
Lyrics and Sexual Content	183
Lyrics and Violent Content	184
The Potential Effects of Lyrics	184
Lyrics: Are They Really That Important?	185
Lyrical Comprehension Across Development	185
Why Developmental Differences in Lyrical	
Comprehension Occur	185
Lyrical Incomprehension: A Double-Edged Sword	186
The Best Comprehension Is Related to	
the Perceived Importance of the Music	187
On Hearing Things That Cannot Be Heard	187
Can Backwards-Masked Messages Be Detected?	187
Can Backwards-Masked Messages Be Heard	
When a Song Is Played Forward?	188
Backwards-Masked Messages,	
Suicide, and the Law	188
Rockin' and a Rollin' and a Fightin'	189
The Effects of Music Violence on Youth	189
Correlational Research	189
Experimental Research	191
Linking Suicidal Lyrics and Suicidal Behavior	191
Prevalence and Risk	191
Lyrics and Suicidal Ideation	192
Heavy Metal Music and Suicide	192
Amplification Effects and Suicide	193
Heavy Metal Music and Suicide: A Link	
That Is Broken	193
Sex, Violence, and Video Tape	194
The Buggles Were Wrong	195
Why Music Videos May Still Be Important	
in the Study of Media Violence	195

Yearly Consumption	195
Music Video Content	196
The Effects of Violent Music Videos on Adolescents	196
College Students Are Not Children	197
Comparing Music Videos to Music Alone	198
Summary	198
10. Watching the Beast: Live-Action Television and Movie Violence	201
Violence on Television	201
Differences Between Movies and Television	202
The Context of Aggression and Television Violence	203
Glamorized Violence	203
Glamorized Violence and Learning	204
Research on the Effects of Glamorization on Aggression in Youth	204
Justified Violence	205
Justified Violence in the Context of Fantasy and Reality	205
Contrast Effects	206
The Effects of Television Violence on Aggressive Behavior	206
Correlational Studies in Childhood	207
Preschool	207
Middle Childhood	208
Summary of Correlational Research	209
Experimental Research in Childhood	210
Summary of Experimental Research	211
Research on Adolescents	211
Correlational Studies	211
Quasi-Experiments	212
Experimental Research	213
Introduction of Television and Aggressive Behavior	213
Natural Experiments	214
Indirect Aggression	214
The Effect of Television Violence on Aggression-Related Constructs	215
Attitudes Towards the Use of Aggression	215
Emotional Expression	216
Fantasizing	217
Identification With the Aggressor	217
Memory	218
Interpretation of Ambiguous Stimuli	219
Desensitization	219

Habituation to Media Violence	220
Desensitization to Real-World Violence	220
Important of Discriminating Habituation and Desensitization	221
Research on Habituation	221
Research on Desensitization	221
Behavioral Desensitization	222
Physiological Desensitization	223
Cognitive and Emotional Desensitization	223
Limitations of the Desensitization Research	224
Summary	224
11. Playing With the Beast: Violent Video Games	227
The Popularity of Violent Video Games	228
Teaching Kids to Kill	228
Video Game Eras and Video Game Violence	229
Atari Era: Abstract Violence	229
Nintendo Era: Increasing Realism	229
Sony Era: Lifelike Violence	229
Types of Violent Video Games	230
First and Third Person Perspective Violent Video Games	230
First Person Shooter: Multi-tiered Environment (FPS-MTE)	231
First Person Shooter: Rail (FPS-R)	231
Third Person Shooting and Fighting (TPSF)	232
Subgenres of Violent Video Games	232
Online, Multiplayer Violent Video Games	233
The Effects of Violent Video Games on Youth as a Function of Video Game Era and Game Type	233
Correlational Research	234
Atari and Nintendo Eras	234
Sony Era	234
Putting the “Inconsistent” Correlational Findings in Perspective	236
Experimental Research	237
Atari Era	237
Nintendo Era	239
Sony Era	240
Important Issues Related to Experimental Research	241
Summary	245

Part III: Media Violence and the Concept of Risk	247
12. Aggressive Behavior: Risk and Protective Factors	249
Beans and Aggression	250
Defining Risk and Protection	250
Child Characteristics That Are Risk Factors for Aggression	251
Genetics	251
Hypothalamic-Pituitary-Adrenal Axis (HPA)	252
Hypothalamic-Pituitary-Gonadal Axis (HPG)	253
Aggression and General Underarousal	254
Temperament	255
Attachment	256
Developmental Status	257
Environmental Risk Factors	258
Parenting and the Parent-Child Relationship	258
Parenting Styles	258
Punishment and Monitoring	260
Siblings	261
Methodological Issues in Sibling Research	261
Home Environment	262
Peers	262
Peer Acceptance	262
Peer Relationships	263
Neighborhood Violence	264
Summary of Risk Factors	265
Protective Factors From Aggression	265
Protective Characteristics of the Child	266
Protective Characteristics in the Environment	266
On the Importance of Risk and Protective	
Factors in Media Violence Research	267
Summary	268
13. The Threat of Media Violence: Assessing	
Its Magnitude and Reducing Its Effects	271
Sizing It All Up	272
Meta-Analysis	272
Limitations of Meta-Analysis	272
Strengths of Meta-Analysis	273
Meta-Analysis and the Magnitude of Effects	273
Variance	274
Accountable Variance in the Social Sciences	274

Meta-Analysis and Research on Media Violence	274
Video Games: The Baddest of the Bad?	275
Identification With the Aggressor and the Rewarding of Violent Behavior	276
Active Learning	276
Practice Effects and Murder	277
Continuous Exposure to Violence	277
Does Size Matter When It Comes to Different Types of Violent Media?	278
Placing the Effect Sizes for Violent Media in the Context of Other Risk Factors for Aggression	278
Media Violence Effect Sizes in Comparison to Health-Related Effect Sizes	278
Media Violence Effect Sizes in Comparison to Other Risk Factors for Aggression	279
Critique of Effect Size Revelations	279
Media Violence Exposure and Moderators	281
Child and Adolescent Moderators	281
Age	281
Gender	285
Trait Aggression	286
Environmental Moderators	287
Socioeconomic Status (SES)	287
Parenting	288
Multiple Moderators and Future Research	289
Reducing the Effects of Media Violence	
Consumption Through Mediation	289
Types of Mediation	289
Mediation Research	290
Research on Co-viewing Mediation	290
Research on Restrictive Mediation	290
Research on Active Mediation	293
Mediation Questions in Need of Answers	294
Summary	295
14. Policy, Violent Entertainment, and Youth	297
Legislating Media Violence: Is There Really a Need?	298
A Brief Look at Policy Making	299
Violent Entertainment and Current Policy	300
Legislating Comic Books . . . Almost	301
Guidelines of the CCA	301