The Impact of Media Violence on Childrenan and Adolescent **Development: A Critica Role for Parents & Educators**

The Coalition on Media Violence Presentation to the Roots of Youth Violence Secretariat: Toronto, February 15, 2008

Who Is Involved in this Coalition?

- The Ontario Public School Boards' Association
- The Canadian Centre for Abuse Awareness
- The Elementary Teachers' Federation of Ontario
- The Ontario Catholic School Trustees' Association
- The Ontario English Catholic Teachers' Association
- The Ontario Federation of Home & School Associations
- The Ontario Principals' Council
- The Ontario Provincial Police
- The Ontario Secondary School Teachers' Federation
- The Ontario Student Trustees' Association
- The Ontario Teachers Federation

"The level of violence to which children are exposed through the media has reached such horrific proportions, health professionals, parents, legislators, and educators agree that something has to be done."

American Academy of Paediatrics, 1997

From the Action Agenda: A strategic blueprint for reducing media violence in Canada, Office of the Victims of Crime, Ministry of the Attorney General, Ontario, November 2004

"Don't worry that children never listen to you, worry that they are always watching you!"

Robert Fulgham in "All I really need to know I learned in Kindergarten", 1989



The M Generation: Media Saturated

- 6.5 hours a day (45.5 hours a week) of TV, DVDs, CDs, Computer, Video Games
- Compared to 1 hr physical activity, 1 hr homework, .5 hr chores a day
- 63% TV on during meals
- 68% access to TV or video games or computer in bedroom
- 53% have no family rules on access or content

Kaiser Family Foundation, 2005

Impacts of Media Violence

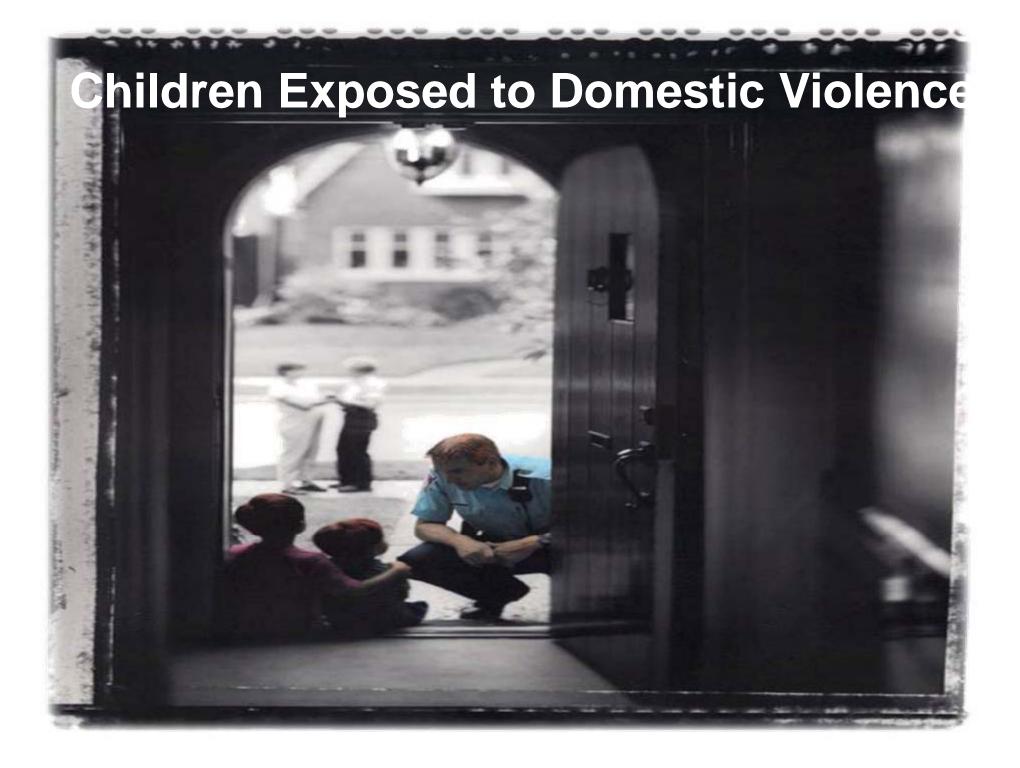
- Scares or Traumatizes
- Promotes Stereotypes
- Promotes high-risk behaviours (sexual behaviours and attitudes, alcohol use etc.)
- Encourages imitation
- Alters brain development
- Modeling of negative relationships
- Causes emotional desensitization
- Stimulates violent or aggressive behaviour

Desensitization, Decreased Propensity To Intervene

"Children and adults who are exposed to television violence show reduced physiological arousal, and they are less likely than unexposed individuals to seek help for victims of violence or to act on behalf of victims."



p.57 Small Screen, Big World Huston, et al., 1992



Television's Top Rated Shows

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Rank	Program	Network	Rating**	Viewers	Cherk by Reling
1	Monk	USA	3.4	5.645	
2	Psych	USA	2.9	4.685	
3	WWE Entertainment (WWE Raw)	USA	2.8	4.601	
4	WWE Entertainment (WWE Raw)	USA	2.7	4.587	
5	You Dec 08-SC Rep Debate(S)-01/10/2008	FOXNO	2.5	3.746	
5	Anderson Cooper 360	CNN	2.5	3.547	
5	Hannah Montana	DSNY	2.5	4.225	
5	SpongeBob	NICK	2.5	3.914	
5	Herbie Fully Loaded	DSNY	2.5	4.119	
10	SpongeBob	NICK	2.4	3.91	
10	SR/NH Primaries 2008(S)-01/08/2008	CNN	2.4	3.522	

WWE



Ontario Investigation and Inquiry into Violence in Amateur Sport 1974

"Sport, and particularly hockey, need not be a symptom of a sick society. Hockey can be a positive educational force – a model – to instill values such as cooperation, personal discipline, tolerance and understanding - a catalyst to promote fellowship and mutual respect among individuals and peoples..... rather than a divisive force, fueled by calculated animosities" William McMurtry Q.C.

London Knights Hockey Fight



Sport Violence

LUS



Animated Shows: Adult Cartoons







Paris Hilton Vs. Nicole Richie

/ideo.vat.com

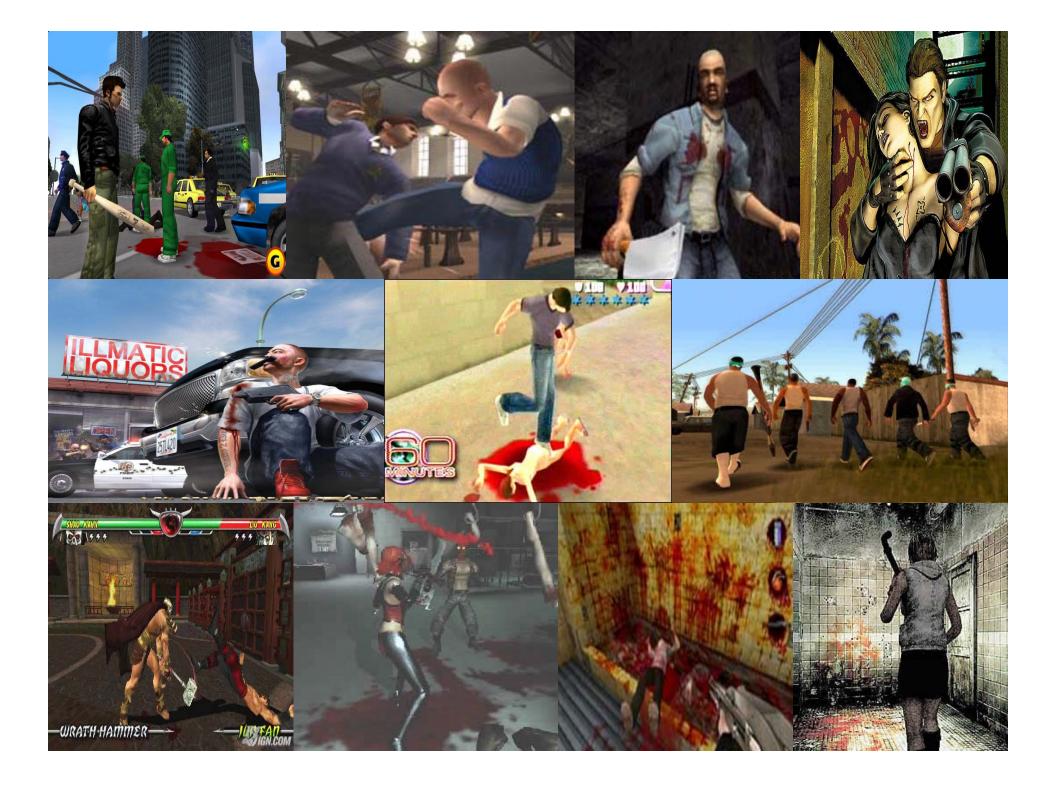
JackAss



Concerns of Internet Users

- Bullying or harassment: via Instant Messaging, chat rooms, and SMS (Short Message Systems i.e. text messaging), and email.
- Privacy, Predators and Pornography: revealing too much personal information on profile pages, blogs, bulletins, web cams, camera phones, and peer to peer networks (i.e. video files).
- Online Hate: personal web sites, gossip sites, propaganda techniques, racist organizations and recruitment.





Problems

 First Person Shooter (FPS) games act as conditioning devices

 Simulation games teach users to shoot with accuracy and reflexively

The most popular games contain graphic violence

Online gaming and gambling can become addicting

Possible Death Sequences

Inserting a crowbar into an enemy's cranium

Shooting

Beating

Eviscerating (gutting someone)

Using a sickle to sever testicles

Hacking off heads with a machete

Stabbing an enemy in the eye with a shard of glass

Assaulting (including sexually)

Murdering



Video Game Killers

Dawson College: Kimveer Gill

Street Racers (Toronto):

Alexander Ryazanov and Wang-Piao Ross





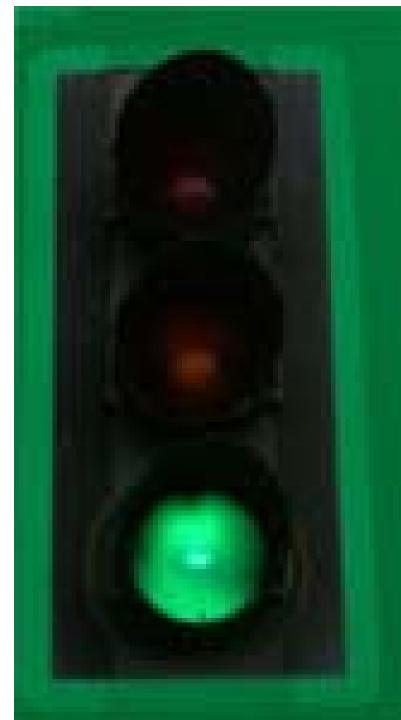
Cops say high-octane video game found in car of one 18-year-old charged in alleged street-racing crash that left cabbie dead PAGES 2-4



Cop Killer (Alabama): Devin Moore Columbine: Eric Harris and Dylan Klebold

Multimedia Generation Overall Recommendations

- Participate and Share
- Act Appropriately
- Research, Ratings and Reviews
- Examine Consequences
- Need Rules and Restrictions
- Take Action
- Supervision for Safety



The Good News

Lessons Being Developed
from K-12
Parent Education & Outreach
Legislative Changes
Suggested
May 12 Launch by the

Coalition for all our partners

What do we need from the Secretariat?

- Recognition and Support to engage the Community and Media Industry about the seriousness of the problem
- Demonstrated Leadership and Action on media violence from the Provincial & Federal Government
- Recognition in the RRYV that Media Violence is one of the Roots of Violence in our Communities