

A study on the Impact of violence in the movies: an Escalating Challenge

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Abstract: Now a day's internet, television, games, social networking sites and many more platforms are open for everyone to come across and explore oneself to many things. This leads to increase in development as well as violence. Violence is so common in our society that now if any crime or misconduct is taking place so instead of taking action people take out their phones and start making videos. I came across many new things while conducting this survey. To protect from violence, it is necessary for everyone to think over this small issue which is making large difference. The main objective of this research is to find out the actual reason behind the change in mentality and the shifting of mind set of youth towards violence. All the findings which are being gathered by the help of survey are giving a brief insight about the reality of impact of violence shown as content in the movies. So for now this is our responsibility to take corrective actions and make the country a place where we live peacefully.

Key words: Violence, Movies, Youth, Thought process, Effects, Behaviour, Reactions, Response

Introduction

Violence is "The utilisation of physical vigour so as to harm, abuse, damage, or destroy." Less conventional definition are also used, such as the World Health Organisation's definition of violence as "the main on purpose of the use of physical force or power, is in danger of extinction or actual, against one self, another person, or against a group or community, which either results in or has a high likelihood of resulting in tremendous loss of life, death, psychological harm, mal-development, or deprivation."

Internationally, violence resulted in the deaths of an estimated 1.50 million people in 2018 up from 1.15 million in 2010. Roughly 942,000 were attributed to self-harm (suicide), 405,000 to interpersonal violence, and 31,000 to collective violence (war) and legal intervention. Furthermore, violence often has all-time consequences for physical and mental health and social functioning and can slow economic and social development.

Violence in many forms can be needless. There is a strong relationship between levels of violence and modifiable factors in a country such as concentrated poverty, income and gender inequality, the harmful use of alcohol, and the absence of safe, stable, and nurturing relationships between children and parents. Strategy addressing the underlying causes of violence can be relatively effective in prevents violence, although mental and physical health

and individual responses, personalities, etc. have always been influential factors in the formation of these behaviours.

Literature review

American Psychological Association Resolution on Violence in Video Games and Interactive Media (Accessed: 25 July 2006)

There is a reduction of TV viewing in general, and a clearer understanding of the messages conveyed by the medium. Studies on media literacy demonstrate when children are taught how to view television critically, children can feel less frightened and learn to differentiate between fantasy and reality, and can identify less with aggressive characters on TV, and better understand commercial messages. Therefore the APA resolves to: Advocate for the reduction of all violence in videogames and interactive media marketed to children and youth; and Engage those responsible for developing violent video games and interactive media in addressing the issue that playing violent video games may increase aggressive thoughts and aggressive behaviours in children, youth, and young adults and that these effects may be greater than the well documented effects of exposure to violent television and movies.

American Academy of Paediatrics, Committee on Public Education Media Violence Publisher: American Academy of Paediatrics (Accessed: 07 March 2006)

Extensive research evidence indicates that media violence can contribute to aggressive behavior, desensitization to violence, nightmares, and fear of being harmed. Paediatricians should assess their patient's level of media exposure and intervene on media related health risks. Paediatricians and other child health care providers can advocate for a safer media environment for children by encouraging media literacy, more thoughtful and proactive use of media by children and their parents, more responsible portrayal of violence by media producers, and more useful and effective media ratings.

Television, movies, and music videos normalize carrying and using weapons and glamorize them as a source of personal power.”

Understanding the Impact of Media on Children and Teens

Publisher: American Academy of Paediatrics (Accessed: 15 March 2006)

Highlight the risks and benefits to the health of children and young people from the media. This report has mentioned and discussed regarding all the factors responsible for the violence shown in the movies. According to the researchers, “violent scenes that children are most likely to model their behavior after ones in which they identify with the perpetrator of the violence, the perpetrator is rewarded for the violence and in which children perceive the scene as telling about life like it really is.”

Childhood exposure to media violence predicts young adult aggressive behavior, According to a new 15-year study (Accessed: 25 July 2006)

Reports on a study that found children's viewing of violent TV shows, their identification with aggressive same sex TV characters, and their perceptions that TV violence is realistic are all linked to later aggression as young adults, for both males and females. The research reported a longitudinal study (15 years). These findings hold true for any child from any family, regardless of the child's initial aggression levels, their intellectual capabilities, their

social status as measured by their parents' education or occupation, their parents' aggressiveness, or the mother's and father's parenting style.

Playing with firearms: what parents need to know about guns in video games

Children and young people in the US have guns, and the need for safe storage and knowledge about safe use of firearms.

“But there is a chilling and potentially dangerous counterpart to the access that many children have to guns in the home: an array of easily available video games that provide appalling portrayals of guns being used in an irresponsible manner and without any consequence. Even diligent parents and responsible gun owners may be unaware of the damaging lessons that these video games are teaching their children about guns. Simply put, while most parents teach their kids the “do’s” of gun safety; these games teach them the “don’ts”. In households across the country, children are playing games with startlingly realistic, computer-generated versions of the very guns that may be available in their own homes. Armed with these virtual weapons, children embark on remarkably life-like simulations of horrifying acts of gun violence in video games played on computers, the Internet or home gaming systems.

Many of these games are intended to represent a fantasy world, game makers strive to replicate real-life settings, adding detail to the weapons and to the carnage they reap, thus blurring the line between fantasy and reality.”

Accessed: 12 April 2006

VIOLENCE AND THE MEDIA Cynthia Carter and C. Kay Weaver OPEN

UNIVERSITY PRESS Buckingham· Philadelphia

Now days, media is so active in the field of everything. Media is the best mode to express the raw data into information by having transparency. But media is the one of the major source of generating to connecting youths to violence through online portals as well as websites.

Research Methodology

The study of methods used in conducting research within the social and natural sciences known as Methodology. Methods that are commonly used in the field of Communication studies are include: Content Analysis, Survey Methods, Interviews, Documentation Reviews and Focus Groups etc. The most common methods used in the research of media violence are case studies, surveys and experiments. Each of these methods has its own benefits and flaws. The researcher has selected the “Assessment Method” for the research.

Statement of the problem

To examine the effect of violence shown in movies on the behavior of individual's perception and examine how they behave towards that violent movie. People of different generation have different point of view and perception regarding violence. Violence plays a vital role that affects the society. The reason why Researcher targeted to analyze the effect of violence shown in movies is because of the behavior of individuals as they are moving from the phase

in which such things are considered more attractive and their centre of interest. With the dawn of mass media, including television, films, computers and more recently internet, children and teenagers are exposed to increasingly higher doses of aggressive images. So now the media has become the source of information, entertainment, and education along with the anxiety, depression, violence and aggression.

Objectives of the study:

The following are the objectives to conduct this study are as:

- The main purpose of this study is to examine how violence in movies affects individual's mind and thought process?
- Understand and examine the role of movies in the lives of individual's fascination from violence.
- To identify the type and means of mass media use among the people.
- To understand the relationship between media violence and aggressive behavior of individuals.

Survey Method:

The survey is non-experimental, descriptive research method. It is a procedure in which information is collected systematically about a set of cases such as people, organization, objects etc

Questionnaire:

It is a popular method of data collection, a questionnaire basically consist of a series of question designed to obtain actual information – information about a particular subject or issue.

Population:

A population is a set of individual that met sampling criteria. The accessible population is the one that meets the criteria established and is also accessible, considering constrain of time, money, researcher availability.

- **Sample Size:** The researcher's sample for the study was 100 individuals studying at various discipline of all over India.

- **Sample techniques:** Under this research random and convenience sampling. At some places multiple stage sampling is taken.
- **Data collection tool:** The technique which is used in this research is by questionnaire, other scales.

Hypothesis

SH0: There is no significance difference between age group and effect of violence in movies over individual’s mind and thought process.

H1: there is a significance difference between age group and effect of violence in movies over individual’s mind and thought process.

Limitations of this research

- A very few researchers are available on this topic.
- Chances of data manipulations
- Lack of accuracy

Analysis of data

Table no. 1 (Response as per gender)

GENDER	Response (%)
Male	60.6
Female	38.4
Transgender	1.0

The research shows the total number of gender in the where it is being clear that male people give more response as compare to female and transgenders.

Table no. 2 (Response as per age)

AGE	Response (%)
15-25	80.8
25-35	15.2
35-45	2.0
45-Above	2.0

According to my research maximum people who belongs to age group of 15 to 25 has show more response which contains 80.8% of total data. 15.2% come under age group of 25 to 35 and rest are in other age groups.

Table no. 3 (Response as per area)

AREA	Response (%)
Urban	86.7
Rural	13.3

Out of 99 responses there are 86.7% of people belongs to urban area and 13.3% people are from rural area.

Table no. 4 (Response as per occupation)

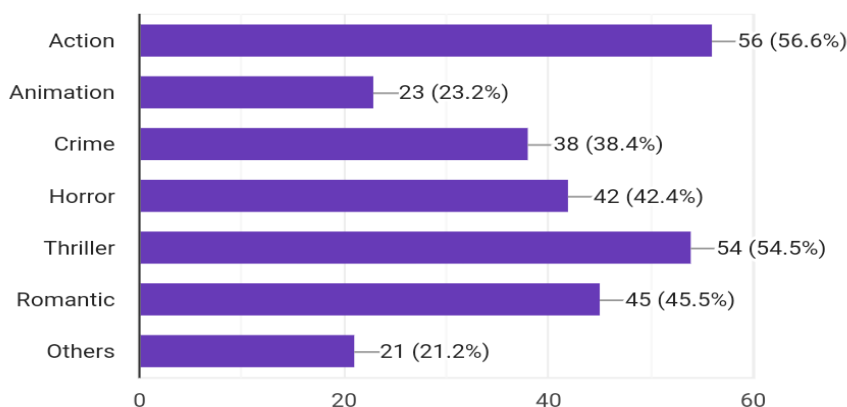
OCCUPATION	Response (%)
Home Maker	4.6
Business	3.2
Service	13.1
Student	73.7
Others	5.4

The research shows that the person of differenet age group and gender persuing different occupation as per their choices. The number of responses has arrived from people who belong to different occupation.

Daigram no. 1 (Response as per movie genre)

Which movie genre you prefer most ?

99 responses

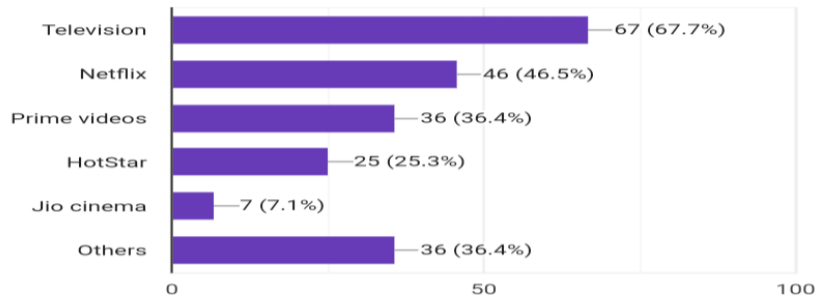


The data says that 56% people watch action movies, 23% watch animation, 38% crime, 42% horror, 54% thriller, 45% romantic and 21% others.

Diagram no. 2 (Response as per platform people preferred to watch movies)

Which platform you prefer for movies ?

99 responses



The different platform used by people to watch movies like television, Netflix, prime videos, HotStar, Jio cinema and others.

Table no. 5 (Response as per hour spend)

HOUR SPEND	Response (%)
1-4	88.9
4-8	10.1
8-Above	1.0

As per the data records, it is been calculated that 88.9% of people out of my respondents spend 1to4 hours in front of television.

Table no. 6 (Response as per how violence affect one’s mind)

HOW VIOLENCE AFFECT ONE’S MIND	Response (%)
Very Bad	16.2
Normal	44.4
Never Noticed	23.2
No Effect	16.2

16.2% of people are badly affected by watching violent movies.

Table no. 7 (Response as per difference while watching violent and non violent movies)

DIFFERENCE WHILE WATCHING VIOLENT AND NON VIOLENT MOVIES	Response (%)
Always	21.4
Sometimes	32.7
Never Noticed	17.3
Depends On Content	28.6

As per the response 32.7% of my respondent feel sometimes difference while watching violent and non violent movies as now all the movies contain violence at some extent.

Table no. 8 (Response as per reactions)

REACTIONS	Response (%)
Aggressive	12.1
Total In Character	22.2
Never Noticed	21.2
Normal	44.4

Respondents of my research have shown highest reaction of about 22.2% that they all remain in the character while and after watching violent movies.

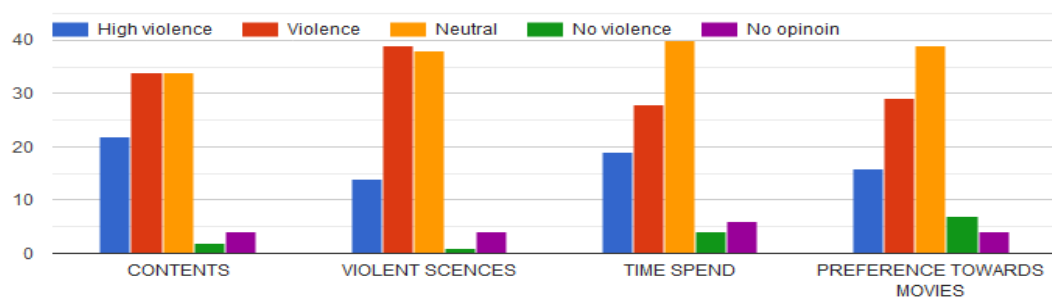
Table no. 9 (Response as per violence common in society)

VIOLENCE COMMON IN SOCIETY	Response (%)
Yes	44.4
Never Noticed	43.4
Not At All	12.1

As per this research I had come across to a conclusion that violence shown in the movies affecting individuals mind and that directly or indirectly making violence common in the society.

Diagram no. 3 (Response as per how much violent movie affect individual’s mind)

How much a violent movie can affect individual's mind and thought process ?



Interpretation: As per this diagram how much a violent movie can affect individual’s mind and thought process? This diagram works as per the age group of my responses.

Data Analysis through Chi Square Test

Chi square test: The data used in calculating a **chi square** statistic must be random, raw, mutually exclusive, drawn from independent variables, and drawn from a large enough sample.

Table: Expected frequency (Table No. 10)

	High violence	Violence	Neutral	No violence	No opinion	Total
15-25	6	2	6	2.8	3.2	20
25-35	9	3	9	4.2	4.8	30
35-45	12	4	12	5.6	6.4	40
45-above	3	1	3	1.4	1.6	10
Total	30	10	30	14	16	100

Computed value > Table value (ALTERNATIVE HYPOTHESIS ACCEPTED)

Suggestions and Recommendations

It is not possible for an individual to go and meet everyone and told them to not watch movies which contain violence but what we can do at our level are as under

- 1) Explain the consequences of the violence which are shown in the movies. Every effect and side effect will be explained through magazines and reports.
- 2) Keep an eye on the clock which means limit your hour of watching or spending time in front of televisions and other platforms which include violent contents.
- 3) It is very important for our generation learn conflict resolution.
- 4) It is the responsibility of parents to keep a check on their child's media and content they are surfing or watching.
- 5) It is important for every individual to keep an eye on interactive media violence.

So basically this is the responsibility of every individual to control on their time spending limits and content shown in the movies to not let violence harm or affect them to violate one's minds.

Conclusion

“ Every action has an equal and opposite reaction”

Everything in this world works on the above phenomena. If u watches violent movies, the mind sets, reactions and action filled with violence. Once conducting a survey from 100 respondents, people from different age group came to the conclusion that many people prefer thriller, horror and action movies and these kinds of movies create violence in the thought process of an individual. Through this survey, the researchers examined, that people behaved violently after watching violent movies, without creating any error of biasness and subjective. Movies whether they are Bollywood, Hollywood or Tollywood, they are promoting violent culture in the society.

Now a day, violence in movies is so common. Even romantic and comedy movies also consist of violence. Youth are very much excited on the release of new movie from different genre.

People are spending large amount over production of different genre movies just to entertain the public.

But at the same time they are not realizing that violence is affecting every individual's mind and thought process. It is very much important for everyone to limit their time spending hour to watch movies. To protect from violence, it is necessary for everyone to think over this small issue which is making large difference.

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Annexure

Questionnaire for Respondents

Violence is very common in our society. Now days, violence is common in movies, games, internet videos, television series and other platform. Television plays a vital role to explore the violence through movies. My research is based on the perception of an individual change while watching violent movies.

Researcher name: KUMARI JUHI

- 1) Name.....
- 2) Gender
 - a) Female
 - b) Male
 - c) Transgender
- 3) Age group
 - a) 15-25
 - b) 25-35
 - c) 35-45
 - d) 45-above
- 4) Area description
 - a) Urban
 - b) Rural
- 5) Occupation
 - a) Home Maker
 - b) Business
 - c) Service
 - d) Student
 - e) Others
- 6) Watch movies?
 - a) Yes
 - b) Sometimes
 - c) Never
- 7) Which movie genre you prefer most?
 - a) Action
 - b) Animation

- c) Crime
 - d) Horror
 - e) Thriller
 - f) Romantic
 - g) Others
- 8) Which platform you prefer for watching movies?
- a) Television
 - b) Netflix
 - c) Prime videos
 - d) HotStar
 - e) Jio cinema
 - f) Others
- 9) Hour spend to watch movies?
- a) 1 to 4
 - b) 4 to 8
 - c) 8 and above
- 10) Do you watch movies which contain violence?
- a) Yes
 - b) Sometimes
 - c) Never
- 11) How violence affect your mind while watching violent movies?
- a) Very badly
 - b) Normal
 - c) Never noticed
 - d) No effect
- 12) Do your parents are aware about the violent movies you watch?
- a) Yes
 - b) No
 - c) Maybe
- 13) Do you find any kind of difference while watching violent and non violent movies?
- a) Always
 - b) Totally in character
 - c) Never noticed
 - d) Depends on contents
- 14) What is your reaction after watching violent movies?
- a) Aggressive
 - b) Totally in character
 - c) Never noticed
 - d) Normal

15) Do you apply any violent action or activity in your daily life?

- a) Yes
- b) No
- c) Maybe

16) Through violent movies, is violence is more common in our society?

- a) Yes
- b) Never noticed
- c) Not at all

Diagram No. 4(This diagram shows the main factor affects individual's mind)

How much a violent movie can affect individual's mind and thought process ?

	High violence	Violence	Neutral	No violence	No opinoin
CONTENTS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
VIOLENT SCENCES	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
TIME SPEND	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
PREFERENCE TO...	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>