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The Correlation between Graphic Media and Crime

P A R E N T A L

A D V I S O R Y

E X P L I C I T C O N T E N T

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Preface

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Dear Reader,

The topic of this paper is about the correlation between graphic media and crime. Now this details the correlation of all types of graphic media, so that includes: Video Games, Movies, Books, Magazines, etc. and specifically the adult variety, meaning 16+ minimum. I've chosen this topic because it's very dear to me since I partake in violent video games and other graphic media situated for a mature audience, and I'm a strong supporter that it does not negatively influence human beings. The topic of violence in the media is also a very volatile topic for me since I plan to make video games in the future of a mature and graphic nature and I have a strong opinion on the future outlook of my livelihood. I must say though that I have researched both sides of the arguments on violent media and crime before I wrote this. Now onto what's to be expected in this paper. This paper is specifically on the correlation to crime as well, expect there to be graphic depictions of violence and sex in the written form, as to correctly portray these various forms of adult media. Inside this paper are a collection of non-fiction and fiction writings, articles, and videos from various genres in order to provide various outlooks on the topic. I will iterate however that all fictional works, namely the short story on page 3, are in fact based on real research. Also, note that in terms of media violence I tend to favor articles and situations around violent video games, as that is the hot topic in terms of media violence today. However, I do have content on violent written material and violent movies in my notes. I have tried my best to address at least some of the many recent questions on violent and sexual media and the effect it has on people, such as the effect it has on teenagers specifically. But, of course it is impossible to answer all questions in advance, and hopefully this will raise some new questions as well. For this reason I strongly encourage you to research this topic on your own if it interests you. So without further ado I present to you my research.

Sincerely,

Derick Wells

A Short Story of a Teenage Boy

"Yeah, yeah, bye Mom." A droned voice says, mumbled "Fuckin' bitch." This is Alex, your standard 16 year old white high school male. He goes to school every day despite his severe hate of it, as is normal with most teenagers, resents authority and other adult figures, and drones through his day on repeat. Although one thing he does have that's different is a chronic depression. Ever since his father left them when he was a small boy he's regularly debated if it was his fault. That depression has only amplified recently now that Alex has to deal with a new problem at school. Bullies. Something supposedly everyone deals with though some clearly more than others. Alex was one of those people. See it was common knowledge by taking one look at Alex that he was something called a "gamer." Now this term has changed over a few short years, it used to just mean someone who played video games. But, now that everyone and their mother plays video games (Candy Crush still counts) that phrase has changed. Now it means someone who plays games a lot. Everyday these people go home from their days and spend the next 3-4 hours on average, even more on free days and sit in front of their TV's or computer monitors and play games. Now this used to not be a big deal, gamers had their own little cliques inside school just as the other groups did and no one really bothered them. Alex was a part of this group, and a pretty well respected one at that. He even had a girlfriend in the group too, all of them would play online every weekend and if the time allowed it on the weekdays, playing games like TERA, Battlefield, Minecraft, and more. It was a happy time for Alex, a time where he got to abandon all the stress and worries of high school life and just chill out with his friend every day, just like other kids just over an internet connection. At this time whenever Alex had fits of depression he would go and play video games. An exit from the world of reality and into the fictional virtual world always got him out of his funk. However, that all changed when his mother read an article online stating that "Video Games are the Cause of School Shootings". A clear shock factor type of article that contained tons of unrelated, poorly put together facts that tried to convince terrified moms everywhere that the latest Call of Duty was going to cause there kid to somehow get a gun and shoot up their school. Anyone who bothered to analyze the article would have realized that all of the facts within it were not proven, poorly researched, and clearly trying to prove a point that wasn't there. But that didn't matter to Alex's mother, or the rest of the world apparently. It took no time at all to brainwash parents everywhere that got their parenting philosophies from the internet apparently, to gobble up this article's bullshit about video games and ban their kids from ever playing the "devil's work" again. Video games were quickly banned all but in actual law (movies were about to step up to the communal chopping block), and those "gamers" who were starting to integrate into the rest of society, coming out of their shells and respecting themselves for who they were. Yeah they were once again shunned and beaten down, being labeled as "future killers and psychopaths." So what is the fate of our dear Alex after all of this? Well with his one outlet for the stress and pains of high school gone, he grew into a deep depression. Yeah he could have gone to a guidance counselor, but be honest, how many people actually seek help from a professional on their own? And who would have taken him seriously? His mother just thought he was a spoiled brat moping about losing his games. So you know what Alex did? He finally hit rock bottom. And calling his mom a "bitch" were the last words he said before he went to the overpass just a ways from his house and jumped head-first into the highway below, killing himself on contact.

So that's it. That's the story of Alex. Now what was the purpose of that particular story you might ask? What was the point in writing it? Well while it may seem hypocritical to try to endorse that video games don't spurn violence and then have a gamer commit suicide. The purpose was this, video games don't cause violence. Nor do violent movies and books. At the end of the day, people cause the deaths of people. Alex would not have done what he did if his one outlet to relieving stress wasn't ripped away from him. Similarly Alex here represent a group of people a large group that grows larger every day. And like Alex, not everyone believes that going to a therapist will help, or even has that option. The same thing happens in other scenarios with other people with different outlets. What's keeping that kid in Chicago away from joining a gang? Sports. What if that was ripped away from him? The point is that everyone relieves stress in various ways, and believing random articles published by your money-grubbing news writers, and supported by your money-grubbing congressman, should not be trusted over your own blood.



Website Article & Critique

Title of Article: **Porn: Good for us?**

Link: <http://www.the-scientist.com/?articles.view/articleNo/28803/title/Porn--Good-for-us-/>

To read the full article click on the link above, but to summarize the article talks about the lack of a definable correlation to pornography and rape. And more so the evidence of a correlation between the increase of pornography viewing and the decrease of sexual aggression. A small excerpt from the article is here.

"Despite the widespread and increasing availability of sexually explicit materials, according to national FBI Department of Justice statistics, the incidence of rape declined markedly from 1975 to 1995. This was particularly seen in the age categories 20–24 and 25–34, the people most likely to use the Internet. The best known of these national studies are those of Berl Kutchinsky, who studied Denmark, Sweden, West Germany, and the United States in the 1970s and 1980s. He showed that for the years from approximately 1964 to 1984, as the amount of pornography increasingly became available, the rate of rapes in these countries either decreased or remained relatively level. Later research has shown parallel findings in every other country examined, including Japan, Croatia, China, Poland, Finland, and the Czech Republic. In the United States there has been a consistent decline in rape over the last 2 decades, and in those countries that allowed for the possession of child pornography, child sex abuse has declined. Significantly, no community in the United States has ever voted to ban adult access to sexually explicit material. The only feature of a community standard that holds is an intolerance for materials in which minors are involved as participants or consumers."

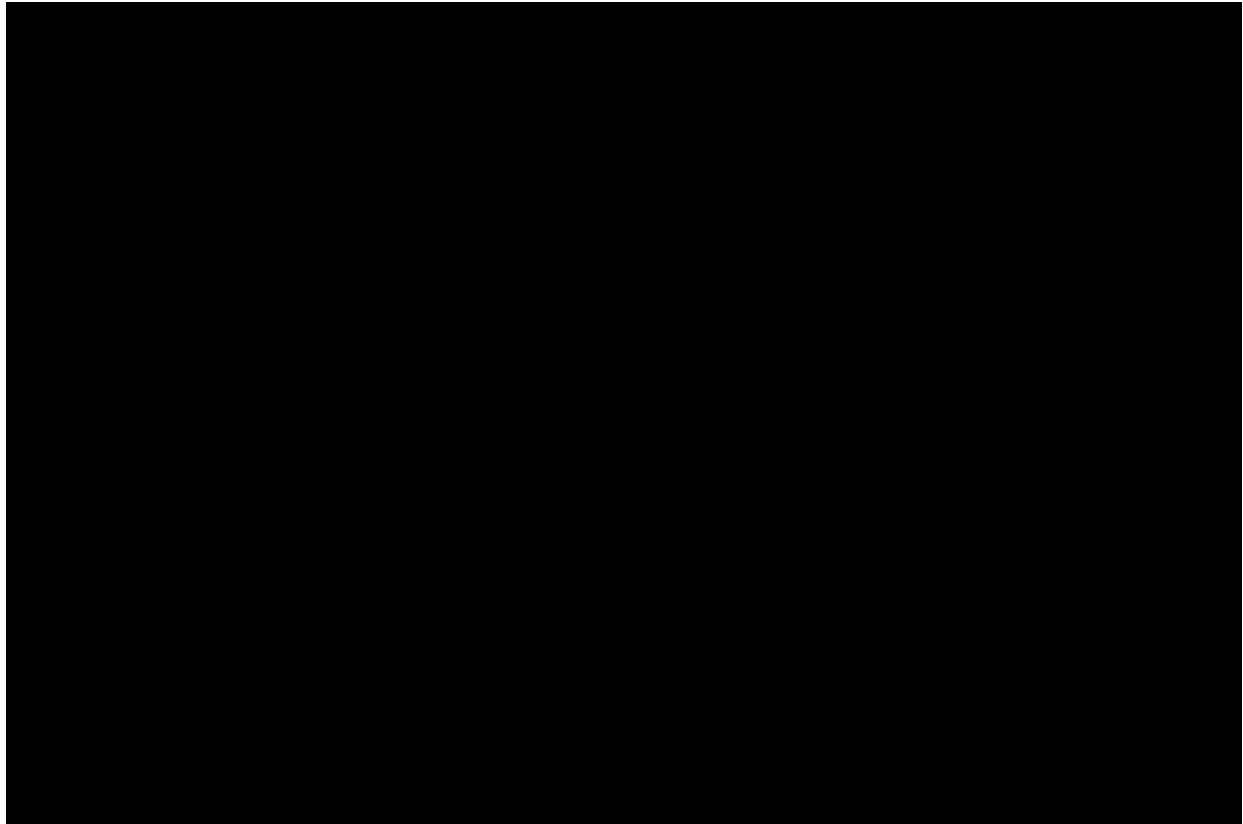
Overall, the article does a great job at looking at the correlation between pornography and sexual violence in a purely scientific sense. There's a clear mention of supporting evidence, and gives proper reference and links to those references. The article is void of personal opinions and maintains a clear and unbiased view throughout, while still showcasing both sides of this argument.



Informational Video

Title: **Tragedy and Video Game Violence**

Link: <https://www.youtube.com/watch?v=5uwAo8lcAC4>



Above is a very informational video on school shootings and the media's portrayal of them by a very popular YouTuber by the name of TotalBiscuit. In short he talks about how the media is more or less victimizing these school shootings by using their coverage to make a quick buck. He also talks about the false portrayal that video games have some sort of correlation with these shootings. And has documented all of his sources.



Notes

Q: Is there any proven direct correlation between media violence and violent crimes?

A: No, there have been numerous studies. But none have been able to come up with sufficient and conclusive evidence that watching violent media is the sole cause or even a contributor to partaking in violent crimes.

Q: Is there any proven direct correlation between watching pornography and sexual crimes?

A: No, there seems to be no correlation between pornography being the cause or contributor to sexual crimes like rape. In fact it's hard to find any link that watching pornography does anything other than triggering ecstasy for the viewer. There's a more in-depth analysis of this above on page 5.

Q: Does viewing violent media cause aggression? Likewise, does viewing sexual media cause acts of arousal?

A: The answer to both of those questions is yes. There is a proven link between watching violent media and showing signs of aggravation such as increased heart rate. The same is true with sexual media and arousal. However, studies show that the increase in aggression is seen while actively watching media, and this is to be expected as people immerse themselves in the media they're partaking in. After viewing said media however, people detach themselves from the virtual environment and a sense of happiness or ecstasy washes over them. This is the same thing that happens when someone performs something like boxing to relieve aggression. The indulgence of these pleasures in ways that do not harm others, or at the very least those who do not wish to be harmed (e.g. having a friendly sparring match) are appropriate and effective ways of getting rid of the negative aspects of these emotions.

Q: If there is no correlation between violent media and violent crime then why do these criminals have a history of watching these forms of media?

A: Because these forms of media are everywhere and consumed by a very large majority of populations in many different areas and cultures. PornHub has over 18 billion hits daily, with over 78 billion videos watched in 2014 alone, and that's only in the US. Numbers are similar for Brazil and the UK, and the Middle East in general views the largest average of pornography, and Asian countries are pulling in the largest profits of any market. In terms of other media 155 million Americans play video games. The R-rated movie based off an erotica novel Fifty Shades of Grey totaled \$166,167,230 in gross revenue to date. People are watching and playing violent media on a very large scale in today's age yet violent crimes have been happening for years. So yes there's a good chance that people who commit violent acts do partake in these forms of media, but it's not the media they're partaking in that is causing the violence. And if you try to make any correlation evidence shows that violent crimes such as shootings and rape cases have only gone down in modern times.

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