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| We decided to take a scientific approach to this controversy and to investigate the hypothesis that violent sound actually does have detrimental effects on those that hear it (in this case mice). Many believe that lyrics glorifying and threatening violent behavior have negative effects on those that listen to the music, and that violent images are damaging. However, instead of focusing on the effects of the lyrics or images, we decided to test the effects of the *sounds* of violent media on memory. Our first task was to define what exactly "violent" media is. We took into account the definition of the word "violent" from *the American Heritage Dictionary*, "showing or having great emotional force" and "marked by or resulting from great physical force or rough action."  Because the definition of violence, as portrayed in the media, is subjective to those that view or hear it, we decided to draw our compilation of sounds from what society deems violent. Our excerpts originated from compact discs labeled with "parental advisory: explicit content", our videos are rated-R for violent content, and other selections with denoted violent content. We also looked for the violent themes that the American Academy of Child and Adolescent Psychology targets as problematic concepts in media: the idea of suicide as an "alternative" or "solution," graphic descriptions of violent acts, and sex which focuses on control, sadism, masochism, and violence toward women. We then compiled a series of these types of excerpts from action films, compact discs, television, and radio, and played them to two groups of five common mice while they weaved their way through a wooden maze.  In order to assure that we did not just test the effects of one artist or one type of violent sound, we included an array of different excerpts. Such artists, who have lately been condemned for instigating violent outbursts among our nation�s children are the Detroit rapper Marshall Mathers, known under the alias Eminem, and metal rocker Marilyn Manson, named for the infamous serial killer Charles Manson. To diversify the arena of sounds we used, we also included the sounds of rock groups, other rappers, R-rated movies with violent content, and even an excerpt from a Halloween CD filled with screams and evil laughter entitled "Scary Sounds."  Though mice do not understand the lyrics or realize what they are listening to (i.e. gun shots, a person�s scream, etc.), mice have a keen sense of hearing, a trait that makes them perfect for a study incorporating sound. One mouse can hear the warning scream of another at 100,000 cycles per second, assuming the scream is of a modern intensity. In addition, studies have shown that mice are drawn to music, and have appeared in people�s homes while music is being played, a fact that reveals that mice are sensitized to sounds. Mice are classified rodents of the genus *Muridae* and *Cricetidae*, characterized by their long, hairless tails. Mice are mammalian and have a rapid reproduction rate, with an average gestation period of one month.  Because of their rapid reproductive rate and small size, they are commonly used as laboratory animals. As lab animals, they have assisted researchers in a wide range of fields from medical research to behavioral studies. Basic behavioral psychology states that animals may be studied and the results of the studies can be applied to human behavior. A further, interesting fact is that human DNA differs from the genetic sequences of mice in only thirty genes, a concept revealed with the completion of the Human Genome Project. From this behavioral psychology generalization and the linkage between human and rodent DNA, we derive a real-world connection to our project. If the mice are negatively affected by the violent sounds, then it is possible that humans, as it has been suggested, are negatively affected as well.  ([NEXT](http://docs.google.com/intro3.html)) ([BACK)](http://docs.google.com/introduction.html)  [[Home](http://docs.google.com/home.html)][[Introduction](http://docs.google.com/introduction.html)][[Hypothesis](http://docs.google.com/hypothesis.html)][[Procedure](http://docs.google.com/procedure.html)][[Data](http://docs.google.com/data.html)][[Conclusions](http://docs.google.com/conclusions.html)][[Bilio/Links](http://docs.google.com/biblio.html)]  [[2001 Projects](http://docs.google.com/index.html)][[2000 Projects](http://docs.google.com/AP2000/index.html)][[1999 Projects](http://docs.google.com/AP99/index.html)][[1998 Projects](http://docs.google.com/AP98/index.html)] |