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| **Violent Sound and Its Effect on Memory in Mice**  **Brittany and Katie**  **Introduction**  We live in a world where one can hardly escape a newspaper or news report on television without seeing an outbreak of violence, and one suggested instigator for the commonplace of violent crime is media. Crime rates are on the rise and successful marriages are on a downward spiral. The world is a place where sheep can be cloned, but children cannot be prevented from killing their classmates. It is a time of instant dinners, instant information; and in an instance, the world has morphed into the quick, the easy, and the disposable, whether the disposed be Styrofoam plates or ethics. It is possible that technology has multiplied a person�s material possessions but lessened his or her morality. Whether violence in television, radio, and music catalyzes these travesties or is merely used as a scapegoat, the violence is a characteristic of our flawed society that has lately been under much public scrutiny.  Recently there has been much debate over the actual effects of violent themes in the media, especially music and action sequences in television and cinema to which the youth of our culture have access. On September 11, 2000, the government agency the Federal Trade Commission issued a report entitled "Marketing Violent Entertainment to Children: A Review of Self-Regulation and Industry Practices in the Motion Picture, Music Recording and Electronic Game Industries." This study revealed that violence in the media is extremely prevalent, especially in media targeted towards children under the age of seventeen. Of fifty-five music recordings with explicit content, all were targeted to children under seventeen. Fifteen of the fifty-five had marketing plans that were drawn especially to target minors. Of the forty-four movies reviewed, all rated R, twenty-eight were targeted towards minors.  Not only are violent media productions targeted towards an under-age audience, but also these sources are readily available to anyone interested. Though the Internet, namely sites such as the controversial Napster, offers many benefits, the sites also give many children unrestricted access to music. According to a study conducted by Nielson Media Research in 1995, ninety-nine percent of American households have a television, and the Center for Media and Public Affairs stated that the average American child will witness over 200,000 acts on violence on television, 16,000 of those murders, before they are eighteen years old. Obviously one can access "violent" media with little effort. The question is what effect this media has on those that are exposed to it.  The opinions about violent media are just as numerous as the types of media that are available. While some insist that violence in the media directly affects the mentality of those that experience it, others claim that the media provides an outlet to channel rage. One child psychologist, Melanie Moore, believes that "fear, greed, power-hunger, rage: these are aspects of our selves that we try not to experience in our lives but often want, even need, to experience vicariously through stories of others. Children need violent entertainment in order to explore the inescapable feelings that they've been taught to deny, and to reintegrate those feelings into a more whole, more complex, more resilient selfhood." There is even an organization, the American Coalition for Violent Media, specifically aimed at protecting the rights of those that create violent media on the grounds that "hiding things from children causes a loss of security and feelings of isolation which are the real causes of violent acts, not fake violence from media."  On the contrary, the American Academy of Child and Adolescent Psychology believes violent themes in the media "make children become �immune� to the horror of violence, accept violence as a way to solve problems, imitate the violence they observe on television; and identify with certain characters, victims and/or victimizers." Some feel so strongly that violence in the media is a severe problem that, in 1996, legislation was approved by President Bill Clinton to require television makers to include a "v-chip" in the sets to enable parents to block out violence.  ([NEXT](http://docs.google.com/intro2.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)] |