The Impact of Media Violence on Primary School Children Behaviors

Thesis

Submitted for Partial fulfillment of the Master Degree
in Psychiatric and Mental Health Nursing

By

Ahmed Taha Mostafa El -Abd

Faculty of Nursing
Ain Shams University
2019

The Impact of Media Violence on Primary School Children Behaviors

Thesis

Submitted for Partial fulfillment of the Master Degree
in Psychiatric and Mental Health Nursing

Supervised by

Prof. Dr. Nevein Mostafa El Ashry

Professor of Psychiatric/ Mental health Nursing
Faculty of Nursing, Ain Shams University

Prof. Dr. Ghada Mohamed Mourad

Professor of Psychiatric/ Mental health Nursing
Faculty of Nursing, Ain Shams University

Faculty of Nursing
Ain Shams University
2019

بِسْمِ اللهِ الرَّحْمَنِ الرَّحِيمِ

قَالُوا

سُبْحَانَكَ لَا عِلْمَ لَنَا

إِلَّا مَا عَلَّمْتَنَا إِنَّكَ أَنْتَ

الْعَلِيمُ الْحَكِيمُ

صَدَقَ اللهُ العَظِيمُ

سورة البقرة الآية: ٣٢

Acknowledgements

First, thanks are all directed to **ALLAH***, for blessing this work until it has reached its end, as a part of generous help throughout my life and my parents.*

It is with immense gratitude that I acknowledge the support and help of **Prof. Dr. Nevein Mostafa El Ashry,** *Professor of Psychiatric/ Mental health Nursing, Faculty of Nursing, Ain Shams University, for her meticulous supervision guidance, effort and great support during various phases of the study. I really have the honor to complete this work under her supervision.*

I am profoundly grateful to **Prof. Dr. Ghada Mohamed Mourad,** *Professor of Psychiatric/ Mental health Nursing, Faculty of Nursing, Ain Shams University, for her faithful guidance and meticulous revision. I owe so much to her for the efforts and time she has devoted to accomplish this work.*

Last but not the least, I would like to thank my family: my beloved supportive **Parents** *and my* **Wife** *who encouraged me spiritually throughout writing this thesis and guided me throughout my life. Without their kind help and support this work could not have come to completion.*

✎ *Ahmed Taha Mostafa El-Abd*

Contents

List of Abbreviations

Abbrev..	*Full-term*
AACAP	**:** American Academy of Child & Adolescent Psychiatry
ADHD	**:** Attention deficit hyperactive disorder
CME	**:** Continuing medical education
HS	**:** Highly significant
NS	**:** Non significant
PMH	**:** Psychiatric-mental health
S	**:** Significant
SD	**:** Standard deviation
SPSS	**:** Statistical package for social science
TV	**:** Television
USA	**:** United States of America
X	**:** Mean

List of Tables

List of Figures

Figure No.	*Title*	*Page No.*

Abstract

Young population including children, represents more than a quarter of the world's population during the stage of human development, and risk-taking and violent behaviors are prevaling among this group of people. violence prevalence in television, videogames and movies has been considered among the factors mentioned as causing aggressive behavior among young people. **Aim:** Assess the impact of media violence on behavior of primary school children. **Setting:** Two primary schools in Shebin El Kom at menoufya governorate (Meet Mousa A males and El Shahid Ahmed Goda), Egypt. **Sample:** A multi stage random sample was used. The total number of students was 320 in third and fourth grade in these two schools. **Tools:** *First tool,* An interviewing questionnaire sheet. *Second tool,* Scale for violent media. *Third tool,* Anxiety scale for children. *Fourth tool,* aggression scale for children. **Results:** (52.4%) of the studied children were in age group of 8 to less than 10 years, (53.8%) of them were female, 64.4%like fighting and beating programs, 61.3% like the games with full violence, near than half of them watching TV and had an effect on homework performance , (58.2%) of them were had one TV at home and (79.8%) of them were had computer or play station. There was a statistical significant relation between violent media (preferable player/artist), (preferable computer/video games), (preferable cinema/computer films) and degree of aggression in the studied children. There was statistical significant relation between violent media (Preferable computer/video games) and degree of anxiety in the studied children. **Conclusion:** The majority of the studied children preferred non-violent player/artist and more than two thirds of them preferred non-violent computers/video games and cinema's/computer's films. Also, less than one quarter of the children had verbal and physical aggression. Moreover, less than one quarter of the children had total aggression. More than three quarters of the children had mild aggression. Furthermore, more than half of the studied children reported severe anxiety followed by moderate anxiety level. **Recommendations:** An educational program should be developed for parents to increase awareness regarding negative effect of media violence on children.

Key words: Media Violence, Primary School Children Behaviors.

Introduction

Children are the most important asset and wealth of a nation. Healthy children make a healthy nation. Primary school children is the period from 6-12 years of age, is this age growth in general is slow till just before puberty which tend to be near the end of this stage (**Garg, Pandya & Ravindra, 2014**).

One of the notable changes in our social environment in the 20th and 21st centuries has been the saturation of our culture and daily lives by the mass media. In this new environment radio, television, movies, videos, video games, cell phones, and computer networks have assumed central roles in our children's daily lives. For better or worse the mass media are having an enormous impact on our children's values, beliefs, and behaviors. Unfortunately, the consequences of one particular common element of the electronic mass media has a particularly detrimental effect on children's well being (**Linder & Gentile, 2009**).

Research evidence has accumulated over the past half-century that exposure to violence on television, movies, and most recently in video games increases the risk of violent behavior on the viewer's part just as growing up in an environment filled with real violence increases the risk of violent behavior. Correspondingly, the recent increase in the

use of mobile phones, text messaging, e-mail, and chat rooms by youth have opened new venues for social interaction in which aggression can occur and youth can be victimized – new venues that break the old boundaries of family, neighborhood, and community that might have protected our youth to some extent in the past **(Huesmann, 2015)**.

Children today grow up in a world saturated with media use. Media has proved to be a very useful tool in the fields of education, arts, science, sports, and culture. Children spend a considerable portion of their time watching television, movies, playing videogames and on the internet. Media violence poses a threat to public health as much as it leads to an increase in real-world violence and aggression. The link between violent media and aggression among children is both well established and widely misunderstood **(Furlow, 2017)**.

Media violence poses a threat to public health as much as it leads to an increase in real-world violence and aggression. Research shows that fictional television and film violence contribute to both a short-term and a long-term increase in aggression and violence in young viewers. Television news violence also contributes to increased violence, principally in the form of imitative suicides and acts of aggression. Video games are clearly capable of

producing an increase in aggression and violence in the short term, although no long-term longitudinal studies capable of demonstrating long-term effects have been conducted **(Huesmann & Taylor, 2014)**.

The relationship between media violence and real-world violence and aggression is moderated by the nature of the media content and characteristics of and social influences on the individual exposed to that content. Still, the average overall size of the effect is large enough to place it in the category of known threats to public health **(Wakoli, 2018)**.

Significance of the study

The children of today are surrounded by technology and entertainment that is full of violence. Television, video games, and music are very influential and if too much violence is available for children to watch, play, or listen to, this can sway their attitudes in a negative direction **(Camara, 2018).**

Concerns about the harmful effects of the media on children and young people are rarely absent from the headlines, and have a very long history dating back well before electronic technology. These concerns reflect much more general anxieties about the future direction of society; and they can be inflamed and manipulated by those with much broader motivations **(Buckingham, 2017)**.

Therefore, assessment of impact of media violence on primary school children behaviors is deemed important in improving care.

Aim of the Study

This study aims to assess the impact of media violence on behavior of primary school children.

Hypotheses:

Media violence has negative effects on primary school children behaviors.