

## Impact of Violence Movie on Human Behaviour

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### ABSTRACT

Violence is an act of physical force that causes or is intended to cause harm. The damage inflicted by violence may be physical, psychological, or both. Violence may be distinguished from aggression, a more general type of hostile behaviour that may be physical, verbal, or passive in nature. Media violence is recognized as a potential contributor to the increase of antisocial attitudes in children and adolescents today. The relationship between heavy exposure to media violence and later aggressive behavior has been studied for more than thirty years. A large body of experimental and longitudinal research on this question has been evaluated, and it has been determined that there is a link between viewing TV violence and aggressive behavior. This review article focuses on the adverse effect of violence movie on humans especially children, types of violence, causes of violence, effects of violence, prevention of violence, role of media to create a perception and the short-term effects of violence movies on human behaviour. This article indicates a positive association between movies violence and aggressive attitudes. The preponderance of evidence from many research studies over the years shows that the violence portrayed on media influences the attitudes and behaviour of humans especially children who watch it. Media violence is one of the things that may lead to aggressive, antisocial, or criminal attitudes; it does, however, usually work in association with other factors. Because the tendency to behave violently develops during childhood after some exposure to violence movies, it will be essential for regulations of the program to set in coupled with parental controls, this will help limit the damages violent movies could cause.

**Keywords:** Violence movie, Humanbehaviour, parental controls and media.

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### INTRODUCTION

People often love human watching and discussing movies. The cinematography is just like music or hobbies, a vital part of their lives. Watching a movie can either make your life better, destroy it, or have a neutral or no impact [1].

Violence is an act of physical force that causes or is intended to cause harm according to [2]. The damage inflicted by violence may be physical, psychological, or both. Violence may be distinguished from aggression, a more general type of hostile behaviour that may be physical, verbal, or passive in nature. Violence is a relatively common type of human behaviour that occurs throughout the world. People of any age may be violent, although older adolescents and young adults are most likely to engage in violent behaviour. Violence has a number of negative effects on those who witness or experience it, and children are especially susceptible to its harm. Fortunately, various programs have

been successful at preventing and reducing violence.

Media violence is recognized as a potential contributor to the increase of antisocial attitudes in children and adolescents [3]. Considerations about media violence goes back to the 1920s. At that time the earliest coordinated social scientific research investigation into the impact of media violence began in the western countries. It was intended at studying the harmful impacts of media on society. The development of television as a common mass entertainment and information medium during the 1950s encountered similar concerns about potential harms, especially in connection with young audiences [4]. The most important concern in the debate about media violence has been whether or not it promotes aggressive behavior among viewers [5]. The relationship between heavy exposure to media violence and later aggressive behavior has been studied for more than thirty years. A

large body of experimental and longitudinal research on this question has been evaluated, and it has been determined that there is a link between viewing TV violence and aggressive behavior [6]. There is also research indicating that heavy exposure to screen violence can cause problems in other domains of social behavior. For example, it can make people become both fearful of the world around them and more accepting of violence in the real life as displayed by others [7]. Nowadays, many concerns have been raised about the kinds of values and attitudes that may be inculcated by exposure to certain kinds of media content, especially violence in movies [8]. During the last decade, accusations towards the media have also been made against violent computer and video games, the popularity of which among adolescents is rising [9]. While social scientists work on determining the major causation of violence, such as social environments, cultural factors, family instruction, and group membership, parents, teachers, politicians and school administrators continue blaming the media for increases in violence attitudes among adolescents. For instance, school principals, mothers, and young people were surveyed for their perceptions of factors influencing violence among youth. The results showed that violent messages in rap music and violence in the movies are perceived as the factors influencing violence [10]. Moreover, the results indicated that media violence was perceived to be one of the major causes of violence in 47-54% of the questionnaires. Clearly, media violence is not in itself a sufficient cause of real-world violence [11]. However, as the numerous studies show, parents' and school personnels' concerns about media violence are justified.

In today's world of over-the-top (OTT) Platforms, some of the most popular genres of cinema/ movies today are Anime, Drama, Comedy, Horror, Fantasy, and Action. Each of these genres of movies can have both positive and negative impacts on young people. But there is no universal opinion as to whether watching movies has more pros

or cons. While some studies indicate that violent films make people aggressive and dangerous, other surveys highlight the benefits of showing some specific films to students.

#### **Types of violence**

Violent crimes are typically divided into four main categories, based on the nature of the behaviour: homicide (the killing of one human being by another, sometimes for legally justifiable reasons), assault (physically attacking another person with the intent to cause harm), robbery (forcibly taking something from another person), and rape (forcible sexual intercourse with another person) [12]. Other forms of violence overlap with these categories, such as child sexual abuse (engaging in sexual acts with a child) and domestic violence (violent behaviour between relatives, usually spouses) [13]. Violence can also be categorized according to its motivation. Reactive, or emotional, violence typically involves the expression of anger which is a hostile desire to hurt someone that arises in response to a perceived provocation [14]. Proactive, or instrumental, violence is more calculated and is often performed in anticipation of some reward. The American psychologist Kenneth Dodge found that those two types of violence involve distinct physiological states: a person engaging in reactive violence experiences increased autonomic nervous system arousal (i.e., increased heart rate and breathing, sweating), whereas a person committing an act of proactive aggression experiences low autonomic arousal [15]. Another method of categorizing violent behaviour involves distinguishing between predatory and affective violence. Predatory violence involves planned acts of hostile force. Affective violence is more impulsive and unplanned. Other types of violence have been suggested, including irritable violence (motivated by frustration) and territorial violence (motivated by intrusion into one's perceived territory or space) [16].

#### **Causes of violence**

One point that all researchers seem to agree on is that violence is multicausal, meaning that no single factor is

responsible for violent behaviour. Instead, violence results from a combination of factors, including those originating in the violent person's social or cultural environment and those representing immediate situational forces [17]. Researchers have examined multiple factors within a person that may contribute to violence, including genetic predisposition, neurochemical abnormalities (e.g., high testosterone levels), personality characteristics (e.g., lack of empathy for others), information-processing deficits (e.g., the tendency to view others' actions as hostile), and the experience of abuse or neglect as a child.

#### **Effects of violence**

Regardless of its cause, violence has a negative impact on those who experience or witness it. Violence can cause physical injury as well as psychological harm [18]. Several psychological disorders, including post-traumatic stress disorder, dissociative identity disorder, and borderline personality disorder, are associated with experiencing or witnessing violence. Other psychological symptoms, such as depression, anxiety, and mood swings (see bipolar disorder), are common in victims of violence. Children seem to be particularly susceptible to the negative effects of violence [19]. Those who experience or witness violence may develop a variety of problems, including anxiety, depression, insecurity, anger, poor anger management, poor social skills, pathological lying, manipulative behaviour, impulsiveness, and lack of empathy. As such examples show, some children may respond to violence in "internalizing" ways, such as by

#### **Role of Media to create a Perception**

Electronic media have an incredible version of sense that can create the world for us. It was pointed out that Egypt, the pyramids, and the pictures of the mummies surrounded the bell, even though we never went to Egypt [23]. People who watch barbaric and influential films have a keen sense of violence. Because it depends on their assessment of the violence and its perceptions. "For things like 20 years, most psychology research networks are effectively combined with media

developing feelings of insecurity, anxiety, and depression, whereas others may react in "externalizing" ways, such as by feeling angry and behaving in an antisocial manner. Although some of the effects of violence may manifest themselves during childhood, others may not appear until adulthood. For example, abused girls are more likely than nonabused girls to have substance-abuse problems as adults [20]. Moreover, exposure to violence can increase violent behaviour in children. The American psychologist Albert Bandura showed that children often imitate violent behaviours, especially if those acts are committed by trusted adults (e.g., parents). Children also imitate violence shown on television and in other forms of media [21]. Those exposed to greater amounts of media violence are more likely than other children to become violent adults. This is particularly true if the child identifies with the violent characters and if the child believes that media violence represents reality.

#### **Prevention of violence**

Because the tendency to behave violently develops during childhood, most prevention programs target young people. Many such programs are school-based, although some involve the family or the community [22]. The most-successful violence-prevention programs are those that target all children, not just those who are considered to be at risk for violence. In addition, the most success has been found in school-based programs with committed and involved teachers and programs that include parent training.

research, that is, television violence has increased dominant behavior, discomfort, and mental health effects [24]. Young people found that most violations are usually represented graphically. Why did all this violence happen? Since groups such as violence and film have been well received in the film industry, more and more people are participating. Producers are not worried about the possibility of desensitization and dehumanization of the general population on Earth [2]. They only need

their books in the organization. The number of projectiles in a raw film can complete the entire group. The investigation into the increasingly vicious content in movies and videos concerns children and teenagers guilty of wrongdoing. The study shows that people who observed barbaric behavior during their youth were powerful in adulthood. When they saw the violent children on the screen, they began to think about it, which led to hatred, desensitization of feelings of sympathy,

#### **Short-term Effects**

The short-term effects of exposure to media violence are mostly due to priming processes, arousal processes and the immediate mimicking of specific behaviors [5].

##### **Priming**

Priming is the process through which spreading activation in the brain's neural network from the locus representing an external observed stimulus excites another brain node representing a cognition, emotion, or behavior. The external stimulus can be inherently linked to a cognition, e.g., the sight of a gun is inherently linked to the concept of aggression, or the external stimulus can be something inherently neutral like a particular ethnic group (e.g., African-American) that has become linked in the past to certain beliefs or behaviors (e.g., welfare) [10]. The primed concepts make behaviors linked to them more likely. When media violence primes aggressive concepts, aggression is more likely.

##### **Arousal**

To the extent that mass media presentations arouse the observer, aggressive behavior may also become more likely in the short run for two possible reasons which are excitation transfer and general arousal [18]. First, a subsequent stimulus that arouses an emotion (e.g. a provocation arousing anger) may be perceived as more severe than it is because some of the emotional

This review articles indicates a positive association between movies violence and aggressive attitudes. The preponderance of evidence from many research studies over the years shows that the violence portrayed on media

and the use of violence [6]. Music and movie stations have a great passion for our childhood. The glamorous films from the outside make them happy with their crazy personality. They are so fascinated and even try to have a brilliant lifestyle [17]. This cultural attack affected our childhood and neglected our social goodness and religious qualities. The explanation of the violence we aroused in our society in our childhood dates back to the irrational impact of these projects.

response stimulated by the media presentation is miss-attributed as due to the provocation transfer. For example, immediately following an exciting media presentation, such excitation transfer could cause more aggressive responses to provocation [21]. Alternatively, the increased general arousal stimulated by the media presentation may simply reach such a peak that inhibition of inappropriate responses is diminished, and dominant learned responses are displayed in social problem solving, e.g. direct instrumental aggression.

##### **Mimicry**

The third short term process, imitation of specific behaviors, can be viewed as a special case of the more general long-term process of observational learning [8]. In recent years evidence has accumulated that human and primate young have an innate tendency to mimic whomever they observe [22]. Observation of specific social behaviors around them increases the likelihood of children behaving exactly that way. Specifically, as children observe violent behavior, they are prone to mimic it. The neurological process through which this happens is not completely understood, but it seems likely that "mirror neurons," which fire when either a behavior is observed or when the same behavior is acted out, play an important role [4].

#### **CONCLUSION**

influences the attitudes and behaviour of humans especially children who watch it. Furthermore, most of the scientific evidence reveals a relationship between media violence and aggressive behaviour. While few would say that

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there is absolute proof that watching violence on media caused aggressive behaviour, the overall cumulative weight of all the studies gives credence to the position that they are related. Essentially, media violence is one of the things that may lead to aggressive, antisocial, or criminal attitudes; it does, however, usually work in association

with other factors. Because the tendency to behave violently develops during childhood after some exposure to violence movies, it will be essential for regulations of the program to set in coupled with parental controls, this will help limit the damages violent movies could cause.

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