

# Psychology 2200

## Developmental Psychology I: Fundamentals

### TV & Video Games

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## learning objectives

- describe three theories about the effects that violent tv/ video games have on children and which one is supported by the majority of available evidence
- summarize how much media exposure children are getting these days and the trends over the past 10 years
- describe three different approaches to testing the effects of violent TV on children's behavior, strengths and weakness of each, and whether or not the evidence from the three approaches are converging or diverging
- discuss whether certain TV (like Mister Rogers) is good for children
- explain why, in spite of the overwhelming evidence that violent media causes violent behavior, the Canadian government has not banned violent media



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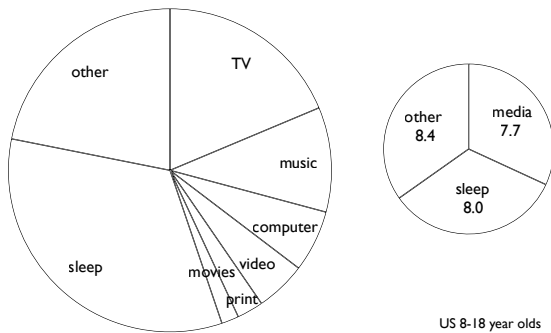
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### 2009



US 8-18 year olds  
Rideout, Foehr, & Roberts (2010)

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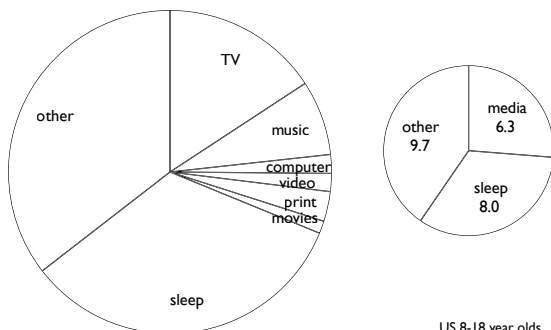
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### 1999



US 8-18 year olds  
Rideout, Foehr, & Roberts (2010)

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Steven D. Levitt

Stephen J. Dubner

Who Runs the Internet? A New Freakonomics Radio Podcast

11/14/2013 1:32 am

PRINT SHARE

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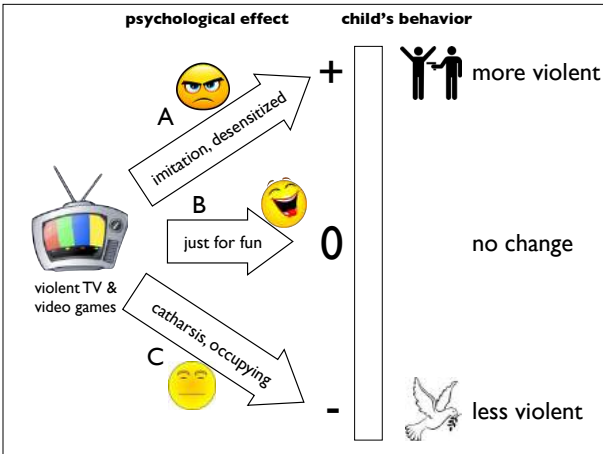
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### correlational approach

amount of violent TV viewing

$r = .17$

aggression

childhood

- Huesmann, Moise-Titus, Podolski, & Eron (2003)
- N = 329 6-10 year old children (in 1970s)
- measured
  - TV violence viewing
  - aggression
  - many demographic variables
- finding:** violent TV viewing predicts aggression
- Q:** Does this mean that TV violence causes aggression?
  - A. yes
  - B. maybe
  - C. no
  - Why?

discuss

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### correlational approach

amount of violent TV viewing

1 | 2 | 3

aggression

childhood

authoritarian parenting

- recall: correlation does not imply causation
- correlation could imply any one of three possible causal pathways
- inherent limitation of correlational approach
- let's see if we can get beyond "know nothing"
- start with disentangling 1 vs. 2

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how to infer causation from correlational data  
 measure variables at two times  
 test correlations between earlier variable and change in other variable over time

- key insight: causation can only go forwards (not backwards) in time

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- followed participants to adulthood
- found that TV violence viewing leads to increased aggression
- but aggression does not lead to increased TV viewing
- third variables?

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## lab experiment

- Boyatzis, Matillo, & Nesbitt (1995)
- Does watching violent TV in the lab increase aggressive play?
- 52 8-year-olds in the lab
- randomly assigned to
  - watch 22 minutes of Mighty Morphin Power Rangers
  - or no TV control condition
- DV: # aggressive acts in classroom play

Gender	Control Condition	Experimental Condition
girls	~0.2	~0.3
boys	~0.3	~2.8

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# field experiment

MacBeth Williams (1986)



**Time 1**  
# channels



“Notel”



**Time 2**  
# channels



many



“Multitel”



many

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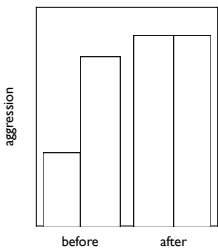
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# field experiment results



□ Notel  
□ Multitel



• observed children in classrooms and playgrounds  
• 2 years after TV introduced in Notel, rates of aggression were 2.6 times what they were before

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# does TV increase aggression?

**yes**  
correlational approach



**yes**



**yes**  
field experiment approach



**yes**

lab experiment approach

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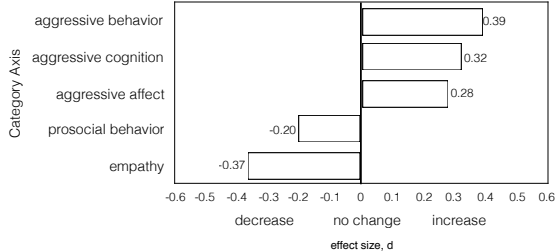
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# violent video games

Anderson et al. (2010)  
meta-analysis

381 studies, N = 130,000  
● experimental  
● correlational  
● longitudinal



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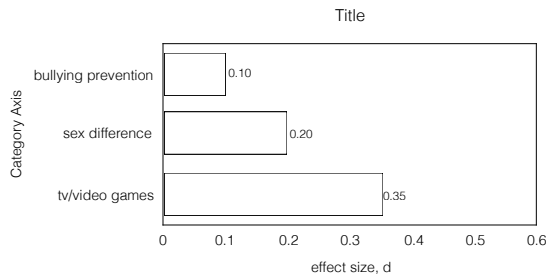
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## in context



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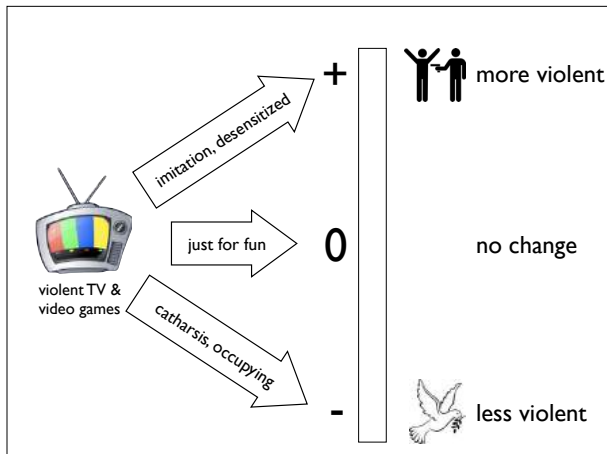
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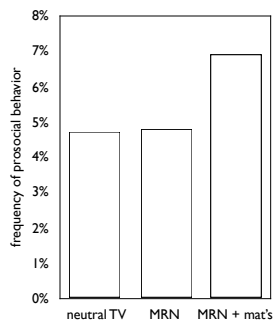
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## educational TV

- Friedrich-Cofer et al., (1979)
- preschoolers randomly assigned to
  - neutral TV
  - Mister Roger's Neighborhood (MRN)
  - MRN + relevant play materials (pictures, books, puppets)
- DV**
  - observed prosocial behavior
- results**
  - MRN alone had little effect on its own
  - with play materials, prosocial **behavior** increased



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## recommendations for parents

- limit TV viewing and computer use
- avoid using TV as a reward
- encourage child-appropriate media experiences
- when possible, watch TV with children
- link TV content to everyday learning experiences
- model good TV and computer practices
- monitor and limit cell phone use

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