

TOPIC: People need protecting from violent lyrics, films and video games.

Introduction: Since the beginning of different media forms, there have been concerns about their possible negative effects on people, dating from the 'Hayes Code' imposed on films in the 1930-60s, to the wholesale banning of 'video nasties' in the 1970s and 80s, up to the most recent gun-based crimes being linked to whatever films the gunman had been watching; the parental outrage expressed during the golden era of comics in the 1950s; the use of 'parental advisory' labels for music releases from 1985 to present; and the rise in popularity of video games over the last 20 years.

However, no matter how much concern is felt by parents, politicians and presenters over the plethora of violent media available today, and despite numerous studies, the jury is still very much out on whether there are direct links between its consumption and actual violence in society, and therefore whether or not people (mostly children and teens) should be protected. So, are they the root of all evil, or just a convenient scape-goat? YOU DECIDE!

ESSENTIAL READING:

<http://www.bbc.co.uk/news/technology-33960075>

<http://news.bbc.co.uk/1/hi/uk/6938411.stm>

<https://www.theguardian.com/science/head-quarters/2013/sep/19/neuroscience-psychology>

<http://www.psychiatrictimes.com/child-adolescent-psychiatry/violence-media-what-effects-behavior>

AGREE	DISAGREE
http://www.telegraph.co.uk/news/science/11087683/Watching-violent-films-does-make-people-more-aggressive-study-shows.html	http://www.huffingtonpost.com/adam-hamdy/violence-in-film_b_2459545.html
http://www.dailymail.co.uk/sciencetech/article-2624237/How-rap-reveals-trends-DRUGS-Graphs-hip-hop-lyrics-plot-rise-fall-illegal-substances.html	http://noisy.vice.com/en_uk/blog/study-proves-rap-does-not-influence-crime
https://www.theguardian.com/music/2014/dec/02/russian-court-ban-artwork-lyrics-cannibal-corpse	https://www.theguardian.com/music/2015/jun/22/listening-heavy-metal-punk-extreme-music-makes-you-calmer-not-angrier-study
http://www.news.com.au/technology/home-entertainment/second-video-game-state-of-decay-banned-in-australia/story-e6frfrt9-1226670282295	http://www.independent.co.uk/life-style/gadgets-and-tech/gaming/long-term-us-study-finds-no-links-between-violent-video-games-and-youth-violence-9851613.html

What you are arguing:	Facts/Statistics
Point #1:	
Point #2:	
Point #3:	
Point #4:	