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The purpose of this paper is to review experimental studies and short-term field investigations designed to assess the influence of violence in the mass media on aggressive behavior in the viewer. Major trends in research over three decades are examined. 17 Stuart N. Soroka, Dominik A. Stecula, Christopher Wlezien, It's (Change in) the (Future) Economy, Stupid: Economic Indicators, the Media, and Public Opinion, American Journal of Political Science, 2015, 59, 2, 457


Wiley Online Library Evidence is steadily accumulating review to violent TV programming during childhood is associated with subsequent aggression. In their Perspective, Anderson and Bushman discuss new work (Johnson et al.) that clearly demonstrates this association in adolescents and young adults, thus broadening the range of book by media violence. 18 Tilmann Betsch, Dorothee Dickenberger, Why do aggressive movies make people aggressive? an attempt to explain short-term effects of the depiction of violence on the observer, Aggressive Behavior, 1993, 19, 2, 137

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The role of the news media in promoting a public discourse of fear is examined. A conceptual model is offered that is based on recent developments in communication formats and frames. The emphasis is on the impact of media forms and frames for guiding the selection and presentation of reports emphasizing fear (e.g., crime, drugs, violence). A "problem frame compatible with format and entertainment needs is used by the news media as a secular version of a morality play. This promotes messages that resonate fear. The role of the problem frame is described as part of the process for promoting widespread messages stressing fear and danger. Materials from a qualitative content analysis approach, "tracking discourse, of selected news media illustrate how the focus and content of "fear shifts over a period of time. Conceptual and methodological implications of this approach are discussed. 5 Douglas A. Gentile, Patrick K. Bender, Craig A. Anderson, Violent video game