

# MEDIA VIOLENCE: FACTS & STATISTICS

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## FACTS

- » Research indicates that media violence has not just increased in quantity; it has also become more graphic, sexual, and sadistic. <sup>1</sup>
- » A September 2000 Federal Trade Commission (FTC) report showed that 80 percent of “R” rated movies, 70 percent of restricted video games, and 100 percent of music with “explicit content” warning labels were being marketed to children under 17. <sup>2</sup>
- » By the time the average child is eighteen years old, they will have witnessed 200,000 acts of violence and 16,000 murders. <sup>3</sup>
- » Media violence is especially damaging to young children (under 8) because they cannot easily tell the difference between real life and fantasy. <sup>4</sup>
- » Despite falling crime rates across North America, disturbing images of violent crime continue to dominate news broadcasting. <sup>5</sup>
- » Two-thirds of Hollywood films released in 2001 were rated “R.” <sup>6</sup>
- » Surveys have found that 82 percent of the American public consider movies too violent. <sup>7</sup>
- » Most of the top-selling video games (89%) contained violent content, almost half of which was of a serious nature. <sup>8</sup>
- » The highly criticized video game *Grand Theft Auto 3* was initially banned in Australia for its graphic violence and sexual content. The game grossed \$300 million in the United States by the end of 2002. <sup>9</sup>
- » The level of violence during Saturday morning cartoons is higher than the level of violence during prime time. There are 3-5 violent acts per hour in prime time, versus 20-25 acts per hour on Saturday morning. <sup>10</sup>
- » Nearly 75 percent of violent scenes on television feature no immediate punishment for or commendation of violence <sup>11</sup>

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1. Violence in Media Entertainment: [http://www.media-awareness.ca/english/issues/violence\\_entertainment.cfm?](http://www.media-awareness.ca/english/issues/violence_entertainment.cfm?)

2. The Business of Media Violence: [http://www.media-awareness.ca/english/issues/violence/business\\_media\\_violence.cfm?](http://www.media-awareness.ca/english/issues/violence/business_media_violence.cfm?)

3. Facts and Figures About Our TV Habit. TV Turnoff Network.

4. Some Things You Should Know About Media Violence and Media Literacy: <http://www.aao.org/advocacy/childhealthmonth/media.htm>

5. *ibid.*

6. *ibid.*

7. *Times Mirror Media Monitor*. TV Violence: More Objectionable in Entertainment Than in Newscasts. March 24, 1993

8. Children Now. Fair Play? Violence, Gender and Race in Video Games. December 2001: <http://www.childrennow.org/meida/video-games.2001/>

9. *ibid.*

10. *ibid.*

11. Youth Violence: A Report of the Surgeon General:

[http://www.mentalhealth.org/youthviolence/surgeon\\_general/SG\\_Site/chapter4/appendix4bsec2.asp](http://www.mentalhealth.org/youthviolence/surgeon_general/SG_Site/chapter4/appendix4bsec2.asp)>