



Bandura- Participatory Culture

'From antiquity on, the decisive impact of social example on human conduct has been acknowledged... Applied intuitively, modelling techniques were seen as obvious tools to guide, redirect and educate people.'- from

<https://www.uky.edu/~eushe2/Bandura/Bandura1978.pdf>

For years, sections of the media have argued that there are links between violent media and acts of violence in society. Increasingly, violent video games (VVG) have been implicated in causing real life acts of aggression. For an interesting academic overview of this debate, see here:

<https://techliberation.com/2009/01/23/video-games-and-moral-panic/>

<http://www.independent.co.uk/life-style/gadgets-and-tech/gaming/video-game-bans-the-debate-about-guns-gta-and-real-life-violence-10057296.html>

Simultaneously, more positive reports say that video games can have beneficial behavioural effects, encouraging cognition and creative thinking.

Task 1

In small groups, you are going to discuss the issues surrounding the Effects Debate and Video Games. Two of your group are going to support a negative view of the influence of videogames, while the other two will promote the benefits of playing videogames.

Use the stimulus below and your own research to prepare a biased argument.



<http://minemum.com/minecraft-parents-things-to-love>

An article written by a parent about the benefits of Minecraft.

<http://news.uci.edu/faculty/playing-3-d-video-games-can-boost-memory-formation-uci-study-finds/>

A study which posits that playing 3D games can boost memory.

<http://electronics.howstuffworks.com/guitar-hero-guitar-player1.htm>

An article that outlines the skills promoted by playing Guitar Hero.

<http://www.dailymail.co.uk/sciencetech/article-3538214/Grand-SEX-Auto-Players-controversial-game-sympathetic-females-tests.html>

A tabloid article that makes links between how players of GTA see women in real life.

<http://www.apa.org/news/press/releases/2015/08/violent-video-games.aspx>

American Psychology Association claims that links do exist between violent behaviour and video games.

<https://www.theguardian.com/science/head-quarters/2016/feb/12/violent-video-games-aggression-a-complex-relationship>

An in depth look at the debate.

https://www.youtube.com/watch?v=ohzJqq_m3uo

An entertaining debate.

'I think video games can be fun. They can teach eye-hand coordination and strategy and they can introduce children to computer technology. I'm not in any way trying to do away with video games. I'm strictly concerned with a small subset of games that are harmful to children — those that are excessively violent and sexually explicit. I want to make sure children can't obtain these games without their parents' consent...We need to treat violent video games the way we treat tobacco, alcohol, and pornography.'- Hillary Clinton

Video Link- <https://www.youtube.com/watch?v=x1udjd2Aq3E#action=share>



Task 2

Now you have discussed the topic of video games and the effects debate, you need to write up your findings.

Under the heading Video Games and Audience Effects write a report that encompasses both points of view. Refer to specific case studies and games in your response, and try to reach a conclusion based on your own understanding.

Points that you may wish to consider are:

- the difference between the skills that games are designed to enhance and the narrative/representational codes of games
- Stuart Hall's reception analysis
- The age ratings of certain games, and what such classification may simply
- Bandura's findings and how far they can be applied to the media of video games
- The ludic nature of gaming media