Body paragraph - example

Children can also be influenced negatively as a result of media. Over exposure to television and gaming are two examples of possible negative impacts on children. Research suggests that children who are over exposed to television are more likely to display aggressive behaviours than those who are not. For example, a ten year longitudinal study of over 430 children revealed that eight year old boys "who were in the upper 20% of television exposure were significantly higher on measures of aggression than the study's other participants" (Eron, Huesmann, Lefkowit and Walder 1972, cited in Sullivan 2013, p.46). The study also found that these children continued to show aggressive behaviour throughout their childhood and teens (Eron, Huesmann, Lefkowitz and Walder 1972, cited in Sullivan 2013). Furthermore, these children, who were studied into their twenties and thirties, continued to show high measures of aggression (Huesmann, Moise-Titus, Podolski & Eron 2003, cited in Sullivan 2013). This suggests that over exposure to television can have long term and negative impacts on the behaviour of children. These effects not only impact aggressive behaviour, but also children's attitudes and values (Clay, 2003). Additional research on the link between exposure to video gaming and aggression is suggesting similar findings, with a link between time spent on video games and higher scores on measures of aggression (Anderson and Bushman 2001 cited in Kirsh 2003). They suggest gaming influences aggressive behaviour, cognition, and physiological arousal. Given that 80 percent of the most popular video games on the market today are violent in nature (Diez 1998, cited in Kirsh 2003), the influence of gaming on levels of aggression are concerning. Media, then, can have a negative impact on levels of aggression on children who are over exposed to television and video games.

PARAGRAPH

Topic Sentence

Supporting Sentences

Supporting Sentences

Supporting Sentences

Concluding Statement

In-text reference

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