

Comm 3100 Literature Matrix

Cite at least ten (10) studies you will review for your literature assignment; you can include more. Make sure each study clearly aligns with your research question.

Name(s): Aaron Schretzmayer			
Research question: Does media violence impact communicative behaviors in adolescents?			
Citation (APA)	Abstract (paste from database)	How does the study align with your research question? (i.e., variables or phenomenon studied, population studied)	How does this study relate to the other sources in this table?

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<p>Orbe, M. P. (2004). Negotiating multiple identities within multiple frames: an analysis of first-generation college students. <i>Communication Education</i>, 53(2), 131-149. http://doi.org/10.10/03634520410001682401</p> <p>(Sample)</p>	<p>This article draws from narratives, collected from 79 first-generation college (FGC) students across several different campuses, to explore the saliency of FGC student status and the various ways in which it is enacted during interactions with others. Communication theory of identity serves as the study's theoretic foundation. Multiple points of analysis capture the complex nature of identity negotiation for FGC students. Findings warrant three conclusions: (1) the salience of FGC status in their daily interactions varies considerably among students; (2) FGC status appears to be more important for individuals who also identify as co-cultural group members; and (3) FGC students appear to lack any significant sense of communal identity.</p> <p>(Sample)</p>	<p>This study aligns with my research question as it examines FGC students through the Communication Identity Theory framework. While this is not the same population I am interested in, the theoretical framework used is particularly important, as it is the framework I want to apply to the CCTS population to help understand identity negotiation at the personal, enacted, relational, and communal levels.</p> <p>(Sample)</p>	
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<p>Skinner, S. Rachel. (2019). Perceived influence of social media on the relationship views of adolescents. <i>Journal of Adolescent Health</i>, 64(2), S76. https://doi.org/10.1016/j.jadohealth.2018.10.164</p>	<p>Understanding the influences on young people’s views of relationships is important given early romantic relationships act as precursors to relationships in adulthood. This study sought to examine how young people perceived social media influence on their romantic relationship views. Participants identified peers, parents, their own romantic relationship experiences, traditional media, and social media as being influential to their relationship views. Participants described the types of relationship portrayals they saw on social media, and how they were able to identify those that they felt were unrealistic. Whilst a majority of the participants believed that social media had at least some level of influence on young people’s relationships generally, they expressed mixed views on whether those depictions on social media influenced their own relationship views. Although participant interview data revealed the pervasiveness of relationships portrayed on social media, it also revealed the sophisticated capabilities of young people in critiquing such portrayals in online media.</p>	<p>This study aligns with my research because it analyzes a select age of adolescent and how media shapes their worldview. Although this report is about the affect social media has on romantic relationship preconceptions it still shows that media has an impact on the impressionable youth of society.</p>	
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<p>Vossen, Helen. (2017). Mediating role of sympathy in the relationship between media violence and adolescents social behaviors. <i>International Communication Association</i>, p2-35 34p. http://www.icahdq.org/</p>	<p>Previous research has suggested that empathy could serve as a mediator in the relation between media violence exposure and social behavior (i.e., aggressive and prosocial behavior). However, empirical findings are mixed and conceptualizations of empathy in these studies are diverse. Instead of formally differentiating between cognitive empathy, affective empathy, and sympathy, some studies measure empathy as a unidimensional construct, while others equate empathy with sympathy. Yet, theory as well as some previous research suggests that sympathy, more than cognitive or affective empathy, may explain how media violence can affect youths' aggressive or prosocial behavior. The aim of the present study was to formally test this assumption. We employed a three-wave longitudinal design with a sample of 878 early adolescents (aged 10-14 years old at T1). Although neither sympathy nor cognitive and affective empathy provided a significant indirect pathway between media violence and aggression or prosocial behavior, the</p>	<p>This study relates to my topic because it takes a large portion of the age group I aim to study and it tests best the best ways to counteract the aggressive behavior in adolescents due to media violence. It directly acknowledges the existence of the very relation I aim to study.</p>	<p>This study is looking at how to combat these aggressions brought on by media violence.</p>
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<p>Fikkers, Karen M. Piotrowski, Jessica Taylor. Lugtig, Peter. Valkenburg, Patti. (2016). The role of perceived norms in the relationship between media violence exposure and adolescents aggression. <i>Media Psychology</i>, 19(1) p4-26, 23p. https://doi.org/10.1080/15213269.2015.1037960</p>	<p>This study investigates the role of a social context variable, perceived peer norms, in the relationship between media violence exposure and adolescents' aggressive behavior. This was informed by a need to better understand whether, how, and for whom, media violence exposure may affect aggression. Three hypotheses were tested with peer norms as moderator, as mediator, and as both moderator and mediator in the relationship between media violence and aggression. A two-wave longitudinal survey measured media violence exposure, perceived descriptive and injunctive norms, and aggressive behavior among 943 adolescents (aged 10–14, 50.4% girls). Results provided support only for the moderated-mediation model. The indirect effect of media violence on aggression via perceived peer approval of aggression (i.e., injunctive norms) was moderated by perceived prevalence of peer aggression (i.e., descriptive norms). Specifically, media violence indirectly increased aggressive behavior</p>	<p>This study aligns with my research because it is studying nearly my exact research question. It is taking nearly one thousand adolescents and testing the relationship between media violence and aggression in adolescents through different methods of control groups, a very quantitative research method.</p>	<p>This is the study that all the other ones will most likely gravitate towards or be centered around. This is the study that relates heavily to my question.</p>
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<p>Gosselt, Jordy F. De Jong, Menno D.T. Van Hoof, Joris J. (2012) Effects of media ratings on children and adolescents: a litmus test of the forbidden fruit effect. <i>Journal of Communication</i>, 62(6) 1084-1101 https://doi.org/10.1111/j.1460-2466.2011.01597.x</p>	<p>Media ratings serve to inform parents about and protect minors from violent or otherwise harmful media content. Most of these systems use age pictograms and content warning pictograms for entertainment products. An experiment was conducted to investigate whether these pictograms, contrary to their purpose, have an appealing effect on children and adolescents. Compared to prior studies into this 'forbidden fruit effect' concerning DVDs and games, more realistic materials were used. In the experiment, 322 elementary school students (9-11 years) and 335 high school students (13-15 years) were exposed to 10 DVD or game covers and asked to judge the products' attractiveness. The results show that the pictograms did not increase the attractiveness of games and DVDs for children and adolescents.</p>	<p>This study aligns with my research question, because it looks at why children in different age groups sometimes gravitate toward images and picture that are violent or more attractive whether it be a DVD cover or a video game cover. It looks at the first step to media violence exposure in adolescents.</p>	<p>This relates to y other studies because it looks at media violence influence from a qualitative research method which will offer a nice balance in my paper.</p>
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<p>Beyens, Ine. Valkenburg, Patti. (2019). Parental media mediation in adolescence; a comparative study of parent and adolescent reports. <i>Journal of Broadcasting and Electronic Media</i>, 63(4). D.O.I 10.1080/08838151.2019.1680071</p>	<p>Whether studies should rely on parent or child reports of parental mediation remains a much-debated question. We investigated the agreement between parent and adolescent reports of the frequency and style (autonomy-supportive, controlling, inconsistent) of restrictive and active mediation, and their relative validity. Results revealed perceptual differences, with parents reporting more autonomy-supportive mediation. With some exceptions, both parent and adolescent reports correlated with relevant criterion measures. Results suggest that parent and adolescent reports are equally valid to assess the frequency and style of mediation, and that both reports should be considered to obtain a complete understanding of parents' mediation efforts.</p>	<p>This study relates to the research question, because it shows how parental mediation between adolescent and media consumption can prove to be beneficial for all parties involved. Basically meaning parental involvement is as big factor as any when it comes to a Childs behavior.</p>	<p>this source offers a different side of the research question at hand by looking at a third parry source (a parent) intervening in the media consumption of a child.</p>
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<p>Ukoha, Eziaku K. (2013) Media violence and violent behavior of Nigerian youths: Intervention strategies. <i>IFE Psychologia</i> 21(3-5) 230-237.</p>	<p>This paper reviews the result of researches on the effects of media violence on youths and tries to relate these to the increased exhibition violence among Nigerian youths. These research results reveal unequivocal evidence that media violence increases the likelihood of the incidence of aggressive and violent behavior on both immediate and long term contexts. Longitudinal studies have provided converging evidence linking frequent exposure to violent media in childhood with aggressive later in life. Characteristics of viewers, social environments and media content, were identified as factors that influence the degree to which media violence affects aggression. Research findings further suggest that no one is wholly immune to the effects of media violence. Interactive media, such as video games and the internet, have been shown to be more potent in affecting individuals. Studies on the effects of violent video games have shown that they cause increases in aggressive thoughts, effect and behavior in physiological arousal. The paper concludes that youth violent behaviours seem to be increasing in form, as the violent content of media increases in form and diversity.</p>	<p>This source provides a unique perspective, because it is not based in America. It can further y research while giving my peer a more global feel.</p>	<p>It relates to other sources based on the subject matter, but it also differs based on the study group.</p>
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<p>Waddell, T. Franklin. Bailey, Erica. Weber, Marcela. Ivory, James. (2019). The effect of unpleasant violence on reactivity toward and enjoyment of media violence. <i>Journal of Broadcasting and Electronic Media</i>. 63(4), 716-736 D.O.I 10.1080/08838151.2019.1677444</p>	<p>The effects of violent media on aggression-related outcomes is an ongoing debate, often focusing on the effects of violence portrayals that are sanitized for the viewer. However, narratives that focus on the real world consequences of violence are also known to receive critical acclaim and broad exposure. Do unpleasant portrayals of violence affect viewers' subsequent reactivity to violence? Results from two laboratory studies show that priorexposure to unpleasant violence increases donation behavior to assist victims of real world violence (N = 60) and decreases enjoyment of fictional media violence (N = 109). The implications of these findings are discussed.</p>	<p>This study can further my research even though it is not specifically related to adolescents, it still recognizes a link between violence presence in the media translating to real world aggression.</p>	<p>This relates to the other sources based on its scientific and quantitative approach to showing the relation between media violence and aggression.</p>
<p>Spitzer, Manfred. (2005). Influence of violent media on children and adolescents. <i>The Lancet</i>, 365(5) 1387-1388</p>	<p>In their review on the influence of violent media on children and adolescents, Kevin Browne and Catherine Hamilton-Giachritsis (Feb 19, p 702)1 raise the question of why children and adolescents are more susceptible to media violence than adults</p>	<p>This source relates to my study on a more scientific, objective approach. It looks at why childrens brains are more susceptible to media influence and violence an adults.</p>	<p>This source adds a scientific element to my research it will explain the “why” of my researchch question.</p>

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<p>Fikker, Karin. Piotrowski, Jessica. Vossen, Helen. (2013). High family conflict influences the effect of media violence exposure on adolescents aggression. <i>Societies</i> 3(3), 280-292. DOI: 10.3390/soc3030280</p>	<p>We investigated how exposure to media violence and family conflict affects adolescents' subsequent aggressive behavior. We expected a double dose effect, meaning that high media violence exposure would lead to higher levels of aggression for adolescents in high conflict families compared to low conflict families. A total of 499 adolescents (aged 10 to 14, 48% girls) participated in a two-wave longitudinal survey (4-month interval). Survey questions assessed their exposure to violence on television and in electronic games, family conflict, and aggressive behavior. Analyses revealed a significant interaction between media violence and family conflict. In families with higher conflict, higher media violence exposure was related to increased subsequent aggression. This study is the first to show a double dose effect of media violence and family conflict on adolescents' aggression. These findings underscore the important role of the family in shaping the effects of adolescents' media use on their social development.</p>	<p>This study might be the centerpiece or cornerstone of my research, because it is looking at exactly what I wanted to find out, which is a “double dose” effect of exposure to media violence in adolescents and family conflict in the household and that both in fact do go hand in hand.</p>	<p>This source relates to the rest by being the glue that brings all the others together. It hits on all the major points I'd like to research.</p>
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<p>Copenhaver, Allen. Mitrofan, Oana. Ferguson, Christopher. (2017). For videogames, bad news is good news: news reporting of violent video game stories. DOI: 10.1089/cyber.2017.0364</p>	<p>News coverage of video game violence studies has been critiqued for focusing mainly on studies supporting negative effects and failing to report studies that did not find evidence for such effects. These concerns were tested in a sample of 68 published studies using child and adolescent samples. Contrary to our hypotheses, study effect size was not a predictor of either newspaper coverage or publication in journals with a high-impact factor. However, a relationship between poorer study quality and newspaper coverage approached significance. High-impact journals were not found to publish studies with higher quality. Poorer quality studies, which tended to highlight negative findings, also received more citations in scholarly sources. Our findings suggest that negative effects of violent video games exposure in children and adolescents, rather than large effect size or high methodological quality, increase the likelihood of a study being cited in other academic publications and subsequently receiving news media coverage.</p>	<p>This source relates to my research topic in a unique manner, by looking at the frequency of violent video game news stories that are cited that only support the fact that video games cause adobe sent aggression even though these studies are often poorer in knowledge than the ones that say there is no evidence to support these claims.</p>	<p>It relates to the other source by being a counter argument or rebuttal to my original claim.</p>
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