

Bandura: worksheet

Key concept: **modelling effects and video games**

1. Commentators often use Bandura's work to support the argument that video games cause real-world violence.

Give detailed explanations of the following game specific factors to help you understand why some commentators make these claims.

Factor	How does this factor create modelled behaviour?
attention factors	
game rewards	
limited justification for violence	
games are immersive	
feels realistic	
games are addictive	

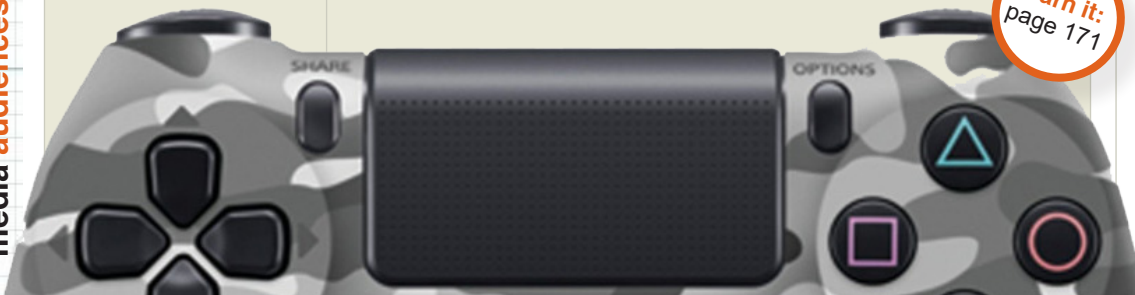
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Above: The co-operative creative game play of Minecraft challenges the argument that all video games create violent behaviours.



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Key concept one: **media modelling effects**

2. PEGI attempts to minimise the impact of video games on real world behaviour through regulation. What sorts of content does the PEGI rating system take into account when categorising games?

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15.1 Discuss it prep: video game regulation and imitable behaviour

- How effective do you think the PEGI ratings system is in protecting young people from the harmful effects of gaming? How might young people circumvent PEGI purchasing restrictions?
- What evidence would you present to critique the view that video games induce violent behaviour?

Your thoughts:



Media Theory for A Level



Above: Screen grab from Assassin's Creed Liberation. Can gamers tell the difference between game play and real-world violence?

3. What three arguments does Jenkins forward to critique the view that video games are responsible for real-world violence?

Argument	Your explanation
flawed study links	
game play is not solitary	
audiences are aware	

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