

Federal government moves on online safety

The Abbott Government is moving forward on its plans to enhance online safety for children. On 22 January a discussion paper was released seeking comment on proposed policy measures including:

- establishing a Children's E-Safety Commissioner;
- developing an effective complaints system, backed by legislation, to get harmful material down fast from large social media sites; and
- examining whether there is a need for a new, simplified cyber-bullying offence.

The discussion paper seeks public comment on implementation of these measures, with many key issues needing to be determined, such as what constitutes a 'large social media site'; who can make a complaint; and what is a reasonable time frame for the large social media site to respond. The government also wants comment from large social media sites about making the scheme efficient and low cost for them to comply.

The discussion paper is available at:
www.communications.gov.au/online_safety_consultation

Submissions are due by 7 March 2013.

The Internet industry has already come out against the proposal for an E-Safety Commissioner. Members of the Australian Interactive Media Industry Association (AIMIA) including representatives of Google, Facebook and Twitter have raised concerns about the law that they say would give a bureaucrat in Canberra the power to dictate what is harmful material on the web and what is not.

<http://mumbrella.com.au/>

Matthew Keeley, the director of the National Children's and Youth Law Centre at the University of NSW, who specialises in children's law and cyber bullying, has dismissed the Industry claims.

<http://www.abc.net.au/pm/content/2013/s3931058.htm>

NEW BOOKS

Children, Film and Literacy

Becky Parry

An exploration of the role of film in children's lives. The films that children engage in provide them with imaginative spaces and everyday narratives and this narrative play is closely connected to identity and developing literacy.



<http://www.palgrave.com/products/title.aspx?pid=648436>

Changes for Kids' ABC

From Sunday February 2, ABC TV will start moving children's programs currently screening on ABC1 to the dedicated children's channels ABC4Kids and ABC3. Parents, caregivers and children will now have to go direct to ABC4Kids for preschool programs and ABC3 for school-aged programs. The changes will allow ABC1 to offer a more daytime programs for adult audiences.

The movement of content will occur in two stages –

- From Sunday February 2: children's programs currently screening on ABC1 on Sunday mornings and weekday afternoons will migrate to ABC4Kids and ABC3.
- From Monday July 21: educational programming currently screening on ABC1 weekday mornings will move to ABC3.

<http://about.abc.net.au/press-releases/abc-tv-kids-programming-on-the-move/>

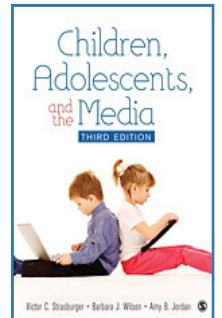
The new controller of ABC children's TV Deidre Brennan takes up her post early this year.

<http://mumbrella.com.au/deidre-brennan-returns-to-abc-as-controller-of-childrens-tv-173756>

Children, Adolescents, and the Media 3rd ed

Victor C. Strasburger, Barbara J. (Jan) Wilson & Amy B. (Beth) Jordan

A research-oriented overview of how the media impact the lives of children and adolescents in modern society. The approach is grounded in a developmental perspective, focusing on how young people of different ages and levels of cognitive, emotional, and social development interact with the media. Incorporating the most up-to-date research available, the authors target the areas that are most controversial and at the heart of debates about the media and public health.



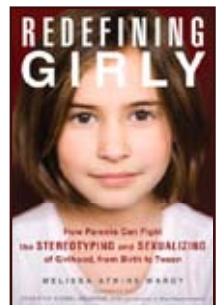
<http://www.sagepub.com/textbooks/Book235807>

Redefining Girly: How parents can fight the stereotyping and sexualizing of girlhood, from birth to tween

Melissa Atkins Wardy

A handbook for parents trying to navigate the onslaught of sexualized and stifling gender messages marketing to girls.

The book contains practical advice for parents who are trying to counter damaging stereotypes for girls.



Topics include creating a stereotype-free home, talking to girls about body image, and fighting back against the companies that produce and perpetuate harmful products and messages.

<http://www.ipgbook.com/-products-9781613745557.php>



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EDITORIAL

Media violence: is the jury really still out?

To read the work of the US based academic Christopher J Ferguson, one would assume that the research on media violence is still inconclusive, and much of it flawed.

Ferguson repeats these claims in a recent article on violence in videogames (Elson and Ferguson 2013) and in his new book *Adolescents, Crime, and the Media: a critical analysis*. (Ferguson 2013)

The international community of respected scholars in the field of media violence research has not taken this lightly and has taken up arms, yet again, to refute Ferguson's attacks on their work. Australian academic Wayne Warburton, German scholar Barbara Krahe and US researchers L Rowell Huesmann and Brad Bushman have all answered Elson and Ferguson's claims.

Warburton says

"violent media generally (and violent video games specifically) can and do increase the likelihood of aggressive behavior and desensitization to violence, and are linked to increases in aggressive attitudes and beliefs." He argues that "research findings demonstrating these violent video game effects must be considered in terms of both the known impacts of other types of media on human thoughts and behavior, and well-documented psychological processes that have been empirically demonstrated to underlie the acquisition of all types of social behavior, not just aggression. ...the above-mentioned impacts of violent media exposure on human thought and behavior (including those of violent digital games) are demonstrated to two levels of proof – on the balance of probabilities and beyond reasonable doubt."

Krahe describes the Elson and Ferguson piece as using:

"... a selective sample of empirical studies on violent video game use which corroborate their claim that there is no systematic evidence for a link between violent video game play and aggression. In evaluating the evidence, the authors portray a biased picture of the current state of knowledge about media violence effects."

Bushmann and Huesmann (2013) show that:

"Elson and Ferguson's so-called "exhaustive review" of empirical data on the topic is seriously flawed; that their claim that effect sizes are trivial is not supported by the math; and that their claim that scholars who believe that violent video games cause aggression are an "extreme" group in a divided field is contradicted by surveys that show the vast majority of researchers believe violent video games increase aggression."

Long time researcher Craig A. Anderson with colleagues Matt DeLisi, and Christopher Groves conclude that:

"The present book presents a real challenge.

We can say that the writing style is generally good: engaging, interesting, even convincing if you don't know the relevant empirical and theoretical literatures. This book also can be seen as a primer on how the media industries and their supporters attack legitimate research and researchers, sowing the seeds of doubt about the truths that mainstream researchers around the world have discovered."



Barbara Biggins
OAM
Hon CEO

The response from Anderson and colleagues is featured for discussion on the *PsycCRITIQUES* blog, which allows anyone interested in psychology to share their thoughts on the issues. Go to:

<http://psycritiquesblog.apa.org/>
and scan to Jan 23 to view the blog posting. Join the discussion and share with others.

It's worth noting that the location for the 2016 Annual Meeting of the International Society for Research on Aggression (ISRA) has just been announced. It is to be held in Sydney in July 2016. The Australian contact is Dr Wayne Warburton of Macquarie University, who was a contributor to ISRA's 2011-12 Special Commission report on media violence

<http://www.israsociety.com/>

End note: Ferguson is not limiting his criticisms of media research to the issues of violence. His latest attack is on Zimmerman and Christakis research about children's learning of language from screens. See:

<http://psycnet.apa.org/journals/dev/50/1/129/>
and the author's response
<http://psycnet.apa.org/journals/dev/50/1/138/>

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NEW PUBLICATIONS

ADVERTISING

An, S., Kang, H., 2013.
Do online ad breaks clearly tell kids that advergames are advertisements that intend to sell things?
International Journal of Advertising 32, 655–678.

FOOD ADVERTISING

Powell LM. et al 2013
Nutritional content of food and beverage products in television advertisements seen on children's programming
Childhood Obesity. 9(6): 524-531

COMPUTERS & INTERNET

Eren, S., Erdem, M., 2013.
The examination of online kids' sites with the purpose of raising kids' self-protection awareness.
Procedia - Social and Behavioral Sciences 83, 611–614.

MEDIA EFFECTS - GENERAL

Nathanson, A.I., et al 2013
The relation between television exposure and theory of mind among preschoolers.
Journal of Communication 63, 1088–1108.

Lupu, D., Norel, M., Laurențiu, A.R., 2013.
What the preschool children prefer: Computer, TV or dynamic, outdoor activities?!
Procedia - Social and Behavioral Sciences 82, 7–11.

Australian Communications and Media Authority 2013
Communications report 2012–13
www.acma.gov.au/commsreport

MEDIA EFFECTS - HEALTH

Price, A.M.H. et al 2013.
Children's sleep patterns from 0 to 9 years: Australian population longitudinal study.
Archives of Disease in Childhood
 doi:10.1136/archdischild-2013-304150

MEDIA EFFECTS - SOCIAL

Gingold, J.A. et al 2014
Excess screen time in US children: Association with family rules and alternative activities.
Clinical Pediatrics, 53, 41–50.

Intusoma, U. et al 2013.
Effect of television viewing on social-emotional competence of young Thai children.
Infant Behavior & Development 36, 679–685.

Pattishall, A.E. et al 2013.
Bullying, adverse childhood experiences and use of texting to promote behavior

change.
Current Opinion in Pediatrics 25(6):748-754.

VIDEO & COMPUTER GAMES

Hitchens, M. et al 2014.
Reality and terror, the first-person shooter in current day settings
Games and Culture 9, 3–29.

Sultanbayeva, L. et al 2013.
The influence of computer games on children's aggression in adolescence.
Procedia - Social and Behavioral Sciences 82, 933–941.

Przybylski, A.K., 2013.
Who believes electronic games cause real world aggression?
Cyberpsychology, Behavior, and Social Networking doi:10.1089/cyber.2013.0245

Farrar, K.M., Krcmar, M., McGloin, R.P., 2013.
The perception of human appearance in video games: Toward an understanding of the effects of player perceptions of game features.
Mass Communication and Society 16, 299–324.

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European Psychologist No Pagination Specified. doi: 10.1027/1016-9040/a000147

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European Psychologist, Dec 10

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European Psychologist, Dec 10, 2013, doi: 10.1027/1016-9040/a000165

Bushman, B.J., Huesmann, L.R., 2013
Twenty-five years of research on violence in digital games and aggression revisited: A reply to Elson and Ferguson(2013).
European Psychologist 1, 1–9.

VIOLENCE

Martins, N. et al 2013.
A content analysis of print news coverage of media violence and aggression research.
Journal of Communication 63, 1070–1087.

Martins, N., 2013.
Televised relational and physical aggression and children's hostile intent attributions.
Journal of Experimental Child Psychology 116, 945–952.

Van der Merwe, P., 2013.
Adolescent violence: The risks and benefits of electronic media technology.
Procedia - Social and Behavioral Sciences 82, 87–93

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Gun violence: Prediction, prevention and policy
<http://www.apa.org/pubs/info/reports/gun-violence-report.pdf>

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PsycCRITIQUES, Vol 58(51)

CONFERENCES

No 2 Bullying Conference

QT Hotel, Surfers Paradise,
 Queensland, Australia

7-8 April 2014

<http://www.no2bullying.org.au/>

Early Childhood Australia
 Biennial Conference

Seasons of Change

4-7 September 2014

Melbourne Convention
 & Exhibition Centre

http://www.earlychildhoodaustralia.org.au/about_us/early_childhood_australia_biennial_conference.html

