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## THE INFLUENCE OF SOCIAL MEDIA ON YOUTH VIOLENCE IN USA

Studies show that violence in the media influences teens and can cause them to act aggressively. They suggest that playing violent video games increases aggressive thoughts and behaviors. Violent media includes the Internet, television, magazines, movies, music, advertising, social media.

The media affects their audience both positively and negatively. Recently, social media has become an essential part of everyday life and has a massive impact on the behaviour and minds of people who use it. Social media has interlaced itself into almost every aspect of our lives. Whether we use it for information, to make new friends or to express our opinion, social media has integrated itself into the world around us and helps us to stay connected. Concerns have been raised that social media likely encourages young people to participate in violence and has a huge impact on their behaviour. Some news reports of cyber bullying, criminal activity on social media or through it, gang violence, and suicide have surfaced and social media appears to fuel these troubling incidents.

"The danger with social media is that it provides a platform that can quickly amplify any sort of violence because it becomes permanently accessible for all to see. More and more, virtual conflicts on social media escalate into physical violence such as assaults, shootings, and murders. It is critically important for the people in youths' lives to understand the risks associated with certain types of posts and the circumstances that increase the likelihood of violence." Richard Aborn, President, Citizens Crime Commission of New York.

The ordinary American watches about 5 hours of video each day, 98% of which is watched on a traditional TV-set. Nearly two-thirds of TV programs contain some physical violence. Most self-involving video games comprise some violent content, even those for children.

Children watch a lot of television. In over half of American households a TV is on nearly all of the time. Combining messages and meanings from sitcoms, sports, movies, cartoons, talk shows, and commercials: that's a lot of influential information filtering through a child's mind. The typical child gets plenty of information they probably should not.

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