

Netflix Era: Violence as Effect on Youth

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Abstract:

The rise of streaming platforms like Netflix has revolutionized the way youth consume media. With thousands of movies and TV shows at their fingertips, young viewers have unprecedented access to programming that contains explicit violence. The potential impact of this exposure is a growing concern for parents, educators, and researchers alike. This research paper aims to explore the relationship between violence in media, specifically in Netflix programming, and its effect on youth. Drawing on existing literature and primary data collected through surveys and interviews, the paper investigates the potential effects of violent media on young viewers. The literature review examines various theories and empirical studies that have explored the impact of media violence on youth, including desensitization, aggressive behavior, and desensitization to real-life violence. The primary data collected includes surveys and interviews with young people who are regular viewers of Netflix programming that contains violence. The findings of the study suggest a correlation between exposure to violent media and negative outcomes for youth, including increased aggression, desensitization to violence, and a reduced ability to empathize with victims of violence. However, the study also finds that not all youth are affected equally by exposure to violent media and that individual differences and contextual factors can moderate the effects of violent media. The implications of these findings are discussed, including the importance of responsible media consumption, parental monitoring, and potential regulatory measures. The paper concludes by suggesting avenues for future research in this area and highlights the importance of ongoing dialogue and collaboration between researchers, policymakers, and media producers to promote healthier media consumption habits for young people.

Introduction:

Online television content, or OTT as it is more frequently known, is automation that offers content holders power on the delivery of video content via the internet to a range of devices (Sampathkumar, 2023). Once a website for renting DVDs online, Netflix is now a streaming service. With over 15,000 titles from various production companies and original material, it is one of the biggest on-demand streaming services in existence today. Because it can upload full seasons of television series at once, it is well-liked among binge-watchers (Wilbert, 2022). OTT is progressively growing as a programming alternative to traditional cable television (Sampathkumar, 2023). As an online DVD rental store, Netflix evolved into an OTT streaming service. One of the biggest on-demand streaming services today, it offers over 15,000 films from various production firms as well as unique content. Due to its capability to upload full seasons of television series at once, it is well-liked by binge-watchers (Wilbert, 2022). The deliberate use of physical force or power, whether threatened or committed, against oneself, another person, a group of people, or a community that causes or is highly likely to result in suffering, such as injury, death, psychological harm, maldevelopment, or deprivation, is described as violence. (Krug, Dahlberg, Mercy, Zwi, & Lozano, 2002). The phrase “use of physical force” inserted

expands the description of violence and extends the description of what is often understood as violence to include acts such as intimidation and threats that are the outcome of a power dynamic. Along with less visible violent acts of commission, the term "use of power" sometimes refers to carelessness or omissions. So, it is important to understand that "the use of physical force or power" encompasses all forms of physical, sexual, and psychological abuse in addition to neglect, suicide, and other self-destructive behaviors (Krug, Dahlberg, Mercy, Zwi , & Lozano, 2002). The definition of violence is the use of physical force to bring injury. Violence can lead to physical, mental, or both sorts of injury. Aggression is a larger range of aggressive behavior that can be physical, verbal, or passive, and it can be distinguished from violence. (Jacquin, 2023). Violence is a major issue worldwide, with youth and adults increasingly vulnerable to acting more fiercely than other age groups. Children are particularly at risk of the negative effects of violence, but initiatives have been effective in reducing it (Jacquin, 2023). There are many types of violence. These are psychological abuse, linguistic abuse, financial violence, bodily violence, and erotic violence. Since media violence fosters aggression and violence in the real world, public health is jeopardized. According to studies, imaginary television, and film violence increases young viewers' animosity and aggression in both the short and long term. Violence in television news shows is also on the rise, particularly in the form of mock suicides and violent crimes (Huesmann & Taylor, 2006). However no duration of action studies have been conducted to show long-term effects, media can elevate aggression and rage in the short term. The sort of media material, as well as the social and personality variables of the person exposed to that content, influence the link between violent media and actual violence and aggression (Huesmann & Taylor, 2006). In the psychopathology community, discussions regarding screen abuse and its influence on people's conduct have come up again in consideration of the recent heap firing at a Batman movie showing in Colorado. Emanuel Tanay, MD, a former clinical professor of psychiatry at Wayne State University and a forensic psychiatrist for over 50 years, expressed that violence in the media has been rising and has reached alarming levels. "Violence is present when you turn on the television. Violence may be shown in movies, Tanay told Psychiatric Times. The truth is skewed. If you reside in a made-up universe, that universe becomes your reality (Kaplan, 2012). According to the Nielsen Corporation, the average American sees roughly 5 hours of video daily, 98% of which is on a traditional television set. In the first two-thirds of TV shows, there is some bodily abuse. Even those deliberated for adolescents, the bulk of abusive video games have some explicit material (Kaplan, 2012). Scientific research spanning five decades has revealed that being exposed to violent media makes people more aggressive. Studies using a variety of quite diverse approaches have shown similar results. Each study approach has distinct advantages and disadvantages, however meta-analytic evaluations of each methodology show that the data is consistent across the many methodologies (Manoliu, 2018). Experimental studies show that exposure to violent media promotes people to act more violently right away. Laboratory research has drawn criticism for being rather unnatural, although field trials have generated comparable outcomes in situations that are more natural. But, the increasingly lengthy impacts of media abuse exposure are more pertaining than the acute ones. Research conducted over a long period shows a connection between early exposure to media abuse and antagonistic and fierce behavior as an adult (Boxer, Huesmann, Bushman, Brien, & Mocerri, 2008) Violence is a dissociative disorder that may be easily detected in traditional mass media such as television, newspapers, or virtual platforms such as video games. Clinical studies on the subject show that aggressive, violent tendencies and

introverted personality traits are more prominent in young individuals who have been subjected to violence. The idea that violence does not have to be experienced in real life is the most exciting aspect of the circumstance. Exposure to violent material in a video game, on television, or in a movie might have a significant effect. (Selvi , 2021). There are four basic consequences for humans from media violence exposure. They were classified as the following: instigation to violence, victimization dread, depersonalization, and hunger consequences. The implications of these four impacts are sufficient to acknowledge the unfavorable outcomes that abuse in the media can have. It is easy to foresee that if the numb effect extends throughout the community, it would have a terrible effect on the actual-world sufferers of violence (Jacquin, 2023). Research of the so-called Marilyn Monroe effect demonstrates that public suicide rates climb approximately two weeks following publicly reported suicides, providing some of the strongest evidence for the violent effects of the news. According to studies on this topic, news reports on suicide lead to a 2.5% rise in real suicides. It's interesting to note that a different media procedure dealing with exposure to violence has also been documented to have impacts that last for two weeks (Huesmann & Taylor, 2006). Studies have repeatedly demonstrated that hostility in real life is influenced by media violence. Several specialists on the effects of media violence concur that hostility rises as a result of media violence consumption since this research employs a wide range of methodologies and subjects. Nevertheless, this doesn't imply that absorbing violent media contributes to murder or other extremely violent crimes. These studies examine several forms of aggression, revealing a more complicated relationship between aggressiveness and violent media than would first be apparent (Vinney , 2022). For illustrate, the study discovered that consistent exposure to violent media as young as 8 years old predicted violent behavior in male participants but not in female participants between the ages of 19 and 30. This impact was maintained even after controlling for socioeconomic status, IQ, and starting the violence. Research shows that questioned 329 children between the ages of 6 and 9 found that 15 years later, male and female viewers of violent television shows were more likely to participate in aggressive conduct than adults. 3 The 25% of research participants who were subjected to the most violent media as infants were far more likely to be aggressive than adults (Burnay, Kepes, & Bushman, 2021). A few research have concentrated on the influence of media violence on aggressive thinking, particularly violent ideas, and attitudes. Additional research has concentrated on the impact of violent media on aggressive feelings, or on emotional responses like rage that are connected to aggressive conduct. The terms "aggression" and "violence" should only be used to describe actions that are meant to hurt another person. It is vital to keep these three categories of outcome variables (behavior, thoughts, and emotions) distinct (Anderson, Berkowitz, & Wartella, The Influence of Media Violence on Youth, 2023). The probability of violent thoughts, feelings, and actions, both physically and verbally, grows after short-term exposure. A recent large-scale large study indicates that initial exposure to violent media is correlated to later aggressive behavior, such as physical assault and domestic abuse. Due to the rarity of very violent criminal activities, further longitudinal research with larger sample sizes is essential to accurately assess how much chronic early exposure to media violence raises the risk for extreme violence (such as forced rape, severe assault, and homicide) (Anderson, Berkowitz, & Wartella, The Influence of Media Violence on Youth, 2023). Additionally, playing violent video games is significantly associated with being more aggressive, according to many meta-analyses, and there doesn't appear to be much publication bias in the cross-sectional and longitudinal connections between playing violent video games and aggressiveness. According to

our analysis of the relevant literature, playing violent video games is linked to an increase in aggressiveness, however, the impact size of the association is only modest to medium. To extract usable information from interactions between people or groups, social network analysis is interested in these ties. Social network research has uncovered a startling quantity of data demonstrating the spread of phenomena across relationships, up to three degrees of separation (Delhove & Greitemeyer, 2021). Social network theory aims to gather applicable data from interactions (such as links, friendships, romance, communication transfers, etc.) between people or organizations (i.e., nodes). Social network research has uncovered a startling quantity of data demonstrating the spread of phenomena across relationships, up to three degrees of separation. For instance, it holds for fast food intake, smoking, happiness, and voting habits. We next considered whether or not violent media-related violence can spread within networks as a result (Delhove & Greitemeyer, 2021). Children who are reared by child abusers and watch a lot of violent movies are double-exposed to violence. When social and media elements combine, they have a greater impact. The author describes the phenomena of hurt youths favoring violent content over other movies as a reasonable decision founded on their rage, loneliness, and suffering. Teenagers may be compelled to see brutal movies or play fierce computer games as a result of the abusive behaviors wreaking havoc in their life. This is because the world of violence is all they have ever known. The decision to consume violent material does not automatically make one more likely to engage in violent action. According to the author, the media gradually promotes the development of hostility and raises the degree to of Teenagers are in danger of later experiencing violence (Reissler, 2006). Patricia Edgar argues in "TV Violence: The Good and Bad for Our Children" that media violence becomes a lethal weapon against common human emotions and kind feelings valued by the world of art and literature, the wisdom and knowledge passed down from generation to generation, at a time when the moral and cultural fabric of American society is falling apart. The media's "focus on conflict, violence, sensationalism, and its exploitation of bullying in sport and other venues" undercuts a teenager's efforts to socialize healthily (Edgar) (Reissler, 2006).

Objectives:

O1: To understand the level of exposure of youth to violent content on Netflix.

O2: To investigate the psychological effects of violent content on Netflix on youth.

Research Problem:

We are living in a digital age and the advancement in technology has benefitted us in a great way. Like different fields of life technology also have a positive effect on how we use media content. On the positive side where the overflow of media content has affected youth positively, it also made a great negative impact on youth. I will discuss how it has affected the social and cultural life of Pakistani Youth.

Hypothesis:

H1: Violent content on Netflix affects the behavior and attitude of youth.

H2: Watching violent content on Netflix affects the psychological health of youth.

Literature Review

Violence as a negative effect on Youth

Netflix is a web-based directory that helps clients identify their friends, family, and businesses. Research has revealed that the amount of time the younger generation spends on entertainment

media is far more than twice the time they spend in their school. Robert E. Rideout's research suggests that video games increase reading capacity by 46% by allowing youth to multitask. Educators are monitoring how students use digital technology for educational purposes, but schools lack convenient access to social network pages. Gwenn Schurgin O'Keeffe and Kathleen Clarke-Pearson agree that social networking sites can lead to cyberbullying and harassment. Social networking has many advantages for the academy, such as helping people see themselves from a wider perspective, improving efficiency, and allowing students to connect with others and exchange expertise (Shabbir, Latif, Hanif, Ahmed, & Khan, 2021).

Violence against women is depicted in a variety of media, and criminologists have begun to investigate television and film representations of violence. According to a media study, watching media violence does not cause offenders to commit crimes; nonetheless, some media messages may alter views towards violence against women, and the repercussions of the crime committed, and enhance aggressive behaviors in viewers. A study of research on the impact of media violence on attitudes, emotions, and cognitions, for example, indicated that viewers remember knowledge from violent films because they employ action, tempo, and sound tactics to capture their attention (Rutledge, Prohaska, Dewey, & Roskos, 2022).

The Jerusalem School partnered with Victor Lavvy and Edith Sand to study how styles of friends affect middle-school students' social networking use. Reciprocal friends refer to colleagues and interests, while non-reciprocal friends are not mutual. Student influence was found on three test scores: Hebrew, Algebra, and English. Jeff Cain and Katherine Chretien identified the idea of 'inter-professional education', which encourages more people to share information and be mindful of each other's experiences, leading to greater productivity. Social networking has a financial advantage for students, allowing them to create groups and ask questions about each other. Napoleon Egedegbe argues that no effect is found. Social networking can have both advantages and disadvantages, such as providing students with personal voices and creating an educational and aesthetic environment (Shabbir, Latif, Hanif, Ahmed, & Khan, 2021).

The same research implies that the link between media violence and aggressiveness is dependent on cognitive skills, since people interpret violent media messages differently, and the information they receive may impact their actions, particularly aggressive ones. Another study that looked at the association between media violence and violent behavior discovered that fictional television and film violence posed a risk to public health because it increased real-world violence and hostility in the short and long term (Rutledge, Prohaska, Dewey, & Roskos, 2022).

In terms of intensity and context, the message system analysis developed by George Gerbner and colleagues as part of the Cultural Indicators Project was used to evaluate the violent behavior displayed throughout seven Netflix "original" Turkish series and seven Turkish television (TV) series that have the highest premiere ratings in Turkey. The study indicates that TV series contained twice as much violence as Netflix series in terms of duration and the number of scenes, that violent portrayals on both channels were drastic, and that, besides statistically significant differences, violence was mostly fomented by men against men who did not know each other, that automatic weapons were used more intensely in Media violence, and that the resulting deaths were depicted more on TV than on Netflix (Çelik, 2022).

Since the time of ancient Rome, organized communities have been delighted by violence. Huge audiences would gather in coliseums to see the terrible gladiator contests and epic chariot races. Even with significant technological developments, people still assemble around a ring to watch boxers fight each other, sometimes to death. People come together as a community when they

congregate in groups to enjoy violence. (Latora, Chidester, Baldwin, & Blaney, 2020). Also, in other words, TV, which is subject to a control mechanism, utilizes brutality more vigorously as an intellectual weapon than Netflix, which is not (Çelik, 2022).

The 13-episode season of Hannah Montana is significant for its representation of teenage sexual violence. It deals with a variety of forms of sexual harassment/sexual violence, such as the circulation of a sexually explicit photo of Hannah, sexual rumors, male stalking, and a list ranking girls based on their appearance. Most of the perpetrators of these forms of abuse are male, and the series portrays a toxic jock culture marked by heavy and competitive drinking, sexist and homophobic 'banter', and violence (Berridge, 2017).

Whereas societies and civilizations throughout history always generally frowned upon violence against one another, the degree that certain acts of violence are allowed and others condemned hinges on the specific ethnic group and its standards of public and private behavior. Numerous cultures, for example, distinguish manslaughter as a crime from killing as an acceptable act - potentially in self-defense. Civilizations construct the notion of crime based on their understanding of violence. What humans perceive to be unacceptable, specifically murder is determined by cultural standards that have existed throughout their lives (Latora, Chidester, Baldwin, & Blaney, 2020).

Binge-viewing is becoming more socially acceptable, but binge-viewers are actively involved in content discovery and curation, creating customized programming (Matrix, 2014). 13 Reasons Why, a program about suicide promoted to children, has sparked debate, with Canadian schools prohibiting pupils from discussing it and the Office of Film and Literature Classification in New Zealand proposing a new rating. Numerous American schools have written letters to parents asking them to discuss the show with their students. These cautions imply that exposing children to a story about self-harm is dangerous and that the program filters Hannah's troubles via familiar and easily consumable clichés. In the spirit of suspense, the cassettes also conceal essential character information, favoring narrative above feeling (Herman, 2017). Netflix shows encourage young people to do violence, a study suggests (Andrews, 2018). For permitting more sex, violence, and profanity than conventional media, Netflix is currently under fire. Characters in a Netflix show smoked almost three times as often as those on broadcast networks, according to a study, which could have impacted young people to start smoking (Zeitchik, 2019).

Violence is practiced in various aspects of life, including daily life and individual communication, modern technology programs, and the cultural production of society. Digital has become close to people, and studies have shown that users of digital news rely on mobile phones and their programs more than other media. It is important to contribute to the study of violence in the language of society and digital power (Abdallah Tani & Alrasheed, 2023).

Studies have focused on the impact of media violence on aggressive thinking and aggressive emotions. It is important to separate these three variables and reserve the labels "aggression" and "violence" for behaviors intended to harm another person (Anderson, et al., 2003). Media violence has been shown to significantly predict adolescent and adult aggression, even after controlling parental SES, academic skills, and childhood aggression (Boxer, Huesmann, Bushman, Brien, & Mocerri, 2008). The advent and saturation of mass media has had an enormous impact on our values, beliefs, and behaviors. However, exposure to violence on television and video games has particularly detrimental effects on viewers' and others' health. This review critically assesses the research evidence and outlines the psychological theory that explains why exposure to violence has detrimental effects (Huesmann & Taylor, 2006).

The case against media violence must be made by integrating evidence from multiple approaches to research. Cross-sectional survey studies have high external validity, but true experiments provide the best evidence. Longitudinal studies can test whether long-term exposure to violence has effects, whether childhood exposure is related to adult aggression, and whether it is more plausible to believe that violent behavior stimulates exposure to violence or that exposure to violence stimulates violent behavior (Huesmann & Taylor, 2006).

The Workgroup on Media Violence and Violent Video Games found evidence of short-term and long-term harmful effects from violent media exposure. Laboratory-based experiments have revealed increased aggressive thoughts, angry feelings, physiologic arousal, hostile appraisals, aggressive behavior, and desensitization to violence. To understand long-term effects, additional large-sample, high-quality, longitudinal studies are needed. Modern social-cognitive theories of social behavior provide useful frameworks for understanding how and why these effects occur (Anderson, et al., 2017). Sex and violence are often linked in the media, with content analyses showing that violence is a common theme in "adult" books, magazines, movies, and Internet sites. The music industry also tends to link sex with violence, with 103 out of 279 songs containing references to sexual activity and 65% of those containing references to degrading sexual acts. Video games often portray female characters as sexualized and passive, while male characters are hyper-muscular and aggressive (Burnay, Kepes, & Bushman, 2021).

Media Violence is the dissemination of violent content through media sources such as movies, television, videos, and animated films or cartoons. It can include acts like hurting, torturing, killing, aping, or stealing from each other. Playing video games and watching television is a big entertainment source for children and adolescents. Research has shown that exposure to violent media affects the thinking processes of adolescents and can lead to aggressive acts. Cartoons are also contributing to modifying the behavior of growing children, as they are fun to watch and easy to understand (Latif, Abid, & Adnan, 2020).

The pornography industry was an \$8 billion industry in the US in 2012 but has declined due to the abundance of free pornography on the Internet. In 2017, Pornhub.com had an average of 81 million daily visits and 3772 petabytes of data. Consumers of pornographic media are mostly male and women are often sexualized in all forms of media. In 2005, the Kaiser Family Foundation analyzed the sexual content of 959 television programs and found that 68% contained discussions about sex and 35% contained sexual behaviors (Burnay, Kepes, & Bushman, 2021).

Theoretical Framework:

Cultivation theory was proposed by George Grabner. According to the cultivation theory, the longer an individual spends watching television and being exposed to its content, the greater the probability that their beliefs about the world will align with what they see on TV. However, research on the effects of media on individuals often produces minor impacts. The process of cultivation is ongoing and constantly evolving, and it involves a reciprocal exchange of influence between viewers and television content, rather than a one-way influence (Morgan, Shanahan, & Signorielli, 2014). The theory of cultivation in the field of media studies involves three interconnected components: media institutions, message production, and the impact of messages on viewers. However, the emphasis in most media research has been on the third component, which is cultivation analysis. The basic concept of the cultivation effect is that the beliefs held by viewers about the world are influenced by the amount of time they spend watching television.

The central assumption is that increased television consumption is linked to greater acceptance of the prevailing narrative messages conveyed through television (Shrum, 2017). The cultivation theory presents three crucial methodological inquiries are examined, how to measure TV exposure, how to measure cultivated perceptions, and the diverse approaches to examine the correlation between them (Potter, 1994). the correlation between watching TV news coverage of the 9/11 attacks and perceptions of violence originating from non-US individuals, personal negative emotions, and relationships. The findings indicate that the more television news one watched after the attacks, the more likely they were to experience negative personal emotions, hold favorable opinions of Islamic people as a whole, and have unfavorable personal relationships with Islamic acquaintances (Lett, DiPietro, & Johnson). The study found that, despite expectations that exposure to TV violence would impact perceptions of crime rates, it directly influenced people's fear of crime, regardless of the actual national crime rates or individuals' perceptions of local crime rates. National crime rates did affect fear of crime, but only indirectly through their impact on people's perceptions of crime in their local area. These findings suggest that cultivation theory may be applicable, as TV dramas can create a sense of fear of crime among viewers by immersing them in a fictional world, without necessarily changing their perceptions of the real world as a dangerous place (Jamieson & Romer , 2014). A significant correlation between watching television in general and holding first- and second-order rape myths among both men and women. Additionally, the data suggests that watching soap operas is positively associated with accepting rape myths and believing in false rape accusations while watching crime shows is negatively related to rape myth acceptance. Furthermore, gender plays a significant role in predicting rape beliefs, independent of television viewing and other individual and micro-level factors (Kahlor & Eastin, 2011). a connection between the quantity of time spent watching horror programs and the immediate effects. Moreover, there were certain dissimilarities observed in the first-order effects between viewing horror shows in a compressed or non-compressed format. However, there was no notable correlation between the number of hours spent watching horror shows and indirect effects, and no noteworthy variation between compressed and non-compressed viewing of horror shows on indirect effects (Humphries). The original programming on Netflix showcases a considerable amount of toxic masculinity, which is demonstrated by both males and females. However, males exhibit more toxic masculinity traits on average than females, particularly in scenes where only men are present (Rohner , 2018). According to the research, Netflix is harming both young people and society. It is promoting certain ideologies to alter people's views of individuals and the community, and excessive watching is negatively impacting the cognitive abilities, social engagement, and mental and physical well-being of young people (Samy, Jafferani, & Naseer, 2022). The reason why cultivation theory is utilized in this chapter to examine the implications of television for democratic citizenship is that television can blur the boundary between reality and fiction, and cultivation theory focuses on the lasting impact that television has on its audience, which can often go unnoticed by the viewers. According to Gerbner et al., due to the longstanding relationship, we have with television, it becomes increasingly challenging for us to recognize its influence on us as passive viewers (Manoliu, 2018).

Methodology: -

Adaptation of an appropriate research methodology is essential for getting accurate answers to research questions. The methodology provides guidelines, it works like a map to reach the destination for the achievement of one's goal.

This study is based on a quantitative approach. This study involved statistical measurements to quantify the research results. Quantitative research design is an empirical and reliable method. By adopting a quantitative approach researchers want to open the way for other researchers to test their findings again and also enhance them.

The survey has been conducted to collect data from the target population. The survey is the best method to attain data from users of any mass media. Cultivation theory is a media-centric theory so whenever researchers use this theory as a theoretical framework they adopt the survey technique for data collection. This research study is also using the cultivation theory as a theoretical framework so a survey has been applied as the method of data collection.

The researcher surveyed a sample frame of 400 active Netflix users. All the active Netflix users are the population of this study.

$$S = (Z)^2 * P (1-P) / (M)^2$$

$$S = (1.96)(1.96) * (0.5) (1-0.5) / (0.5) (0.5)$$

$$S = 384.16 = 384$$

The sample size of infinite population

Z = z score which is 50% = 0.5

M = Margin of error

Sampling Technique

Purposive and convenient sampling techniques have been used by the researchers to select the sample from the target population. Both of these sampling techniques belong to non-popularity sampling.

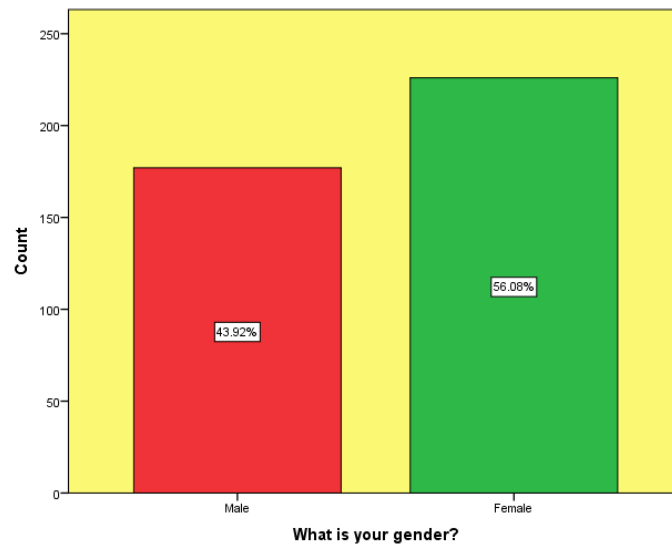
It is important to use a sampling technique for sample selection as it helps to do the work smoothly. An appropriate sampling technique helps to select an appropriate sample and it is obvious that an appropriate sample directly affects the results of the study.

Instrument

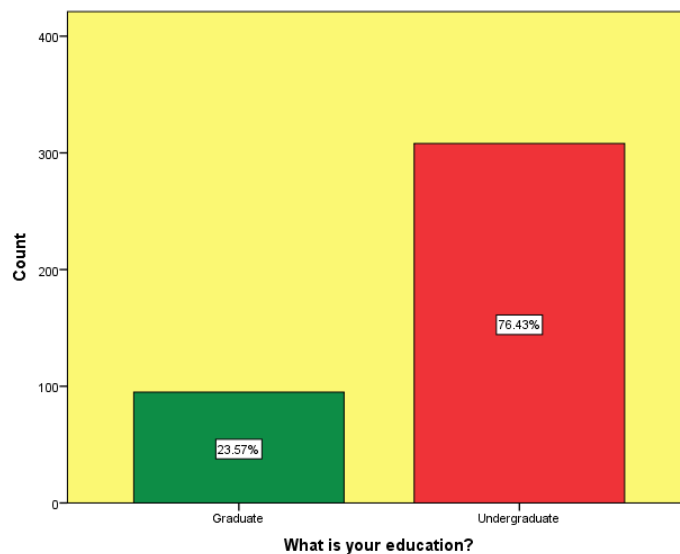
The researcher used an online survey questionnaire to gather data from respondents. This questionnaire consists of 19 questions. Some questions are about the demographics of the respondents, some about the usage pattern, some items are designed to measure the cultivation by Netflix, few items are about the acceptability of this new OTT platform.

Data Analysis

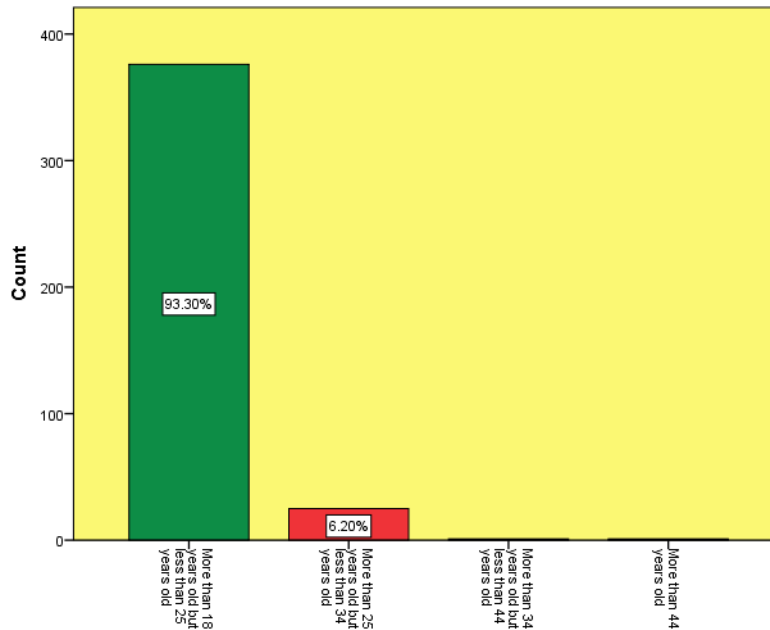
The gathered data has been analyzed by using SPSS software. The researcher used descriptive statistics to get frequencies and percentages and he also used correlation to identify the relationship between different variables.



This graph shows the genders of the total number of respondents (403). Out of 403 respondents, 43.92% are males whereas 56.08% are females. These gender demographics indicate that the majority of the respondents are females whereas the males are in the minority.

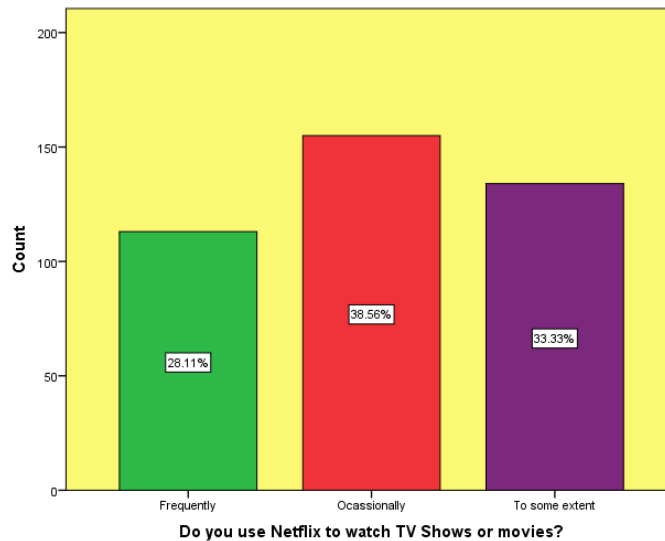


This bar graphs represent that 23.57% of respondents are graduates, whereas 76.43% are Undergraduates. We can say that most of our respondents are undergraduates and graduates. Data is collected from almost all educated citizens.

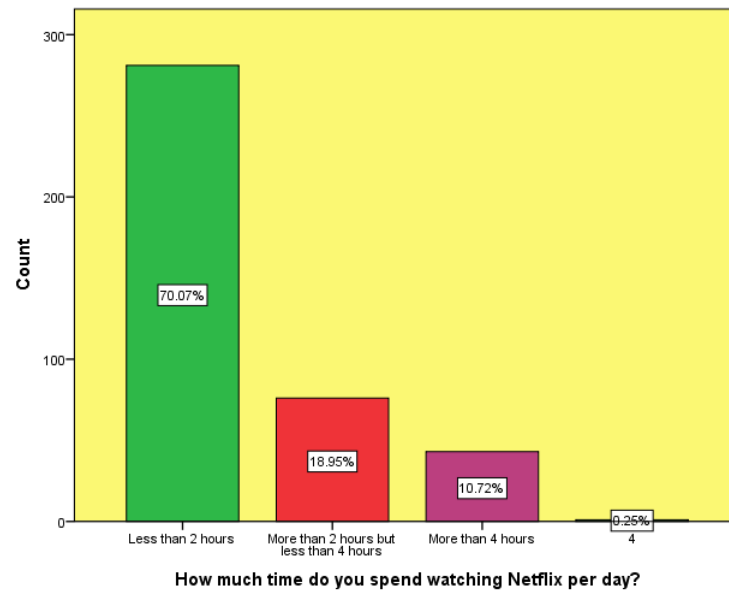


What is your age?

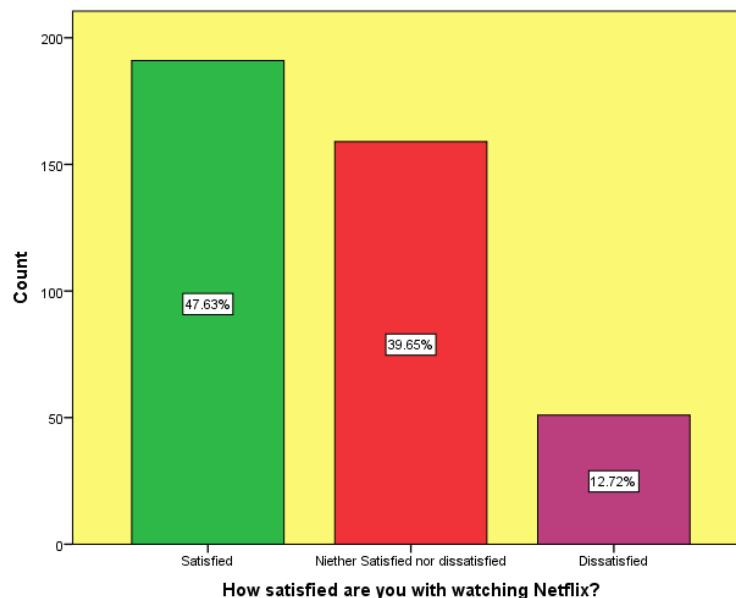
Above graph shows the age of the total number of respondents (403). Out of 403 respondents 93.30% lie between the age more than 18 years and less than 25 years, 6.20% lie between the age more than 25 years but less than 34 years old, 0.25% lie between the age more than 34 years but less than 44 years old, and the rest of the 0.25% respondents are more than 44 years old. These age demographics indicate that the majority of the respondents are adults and young.



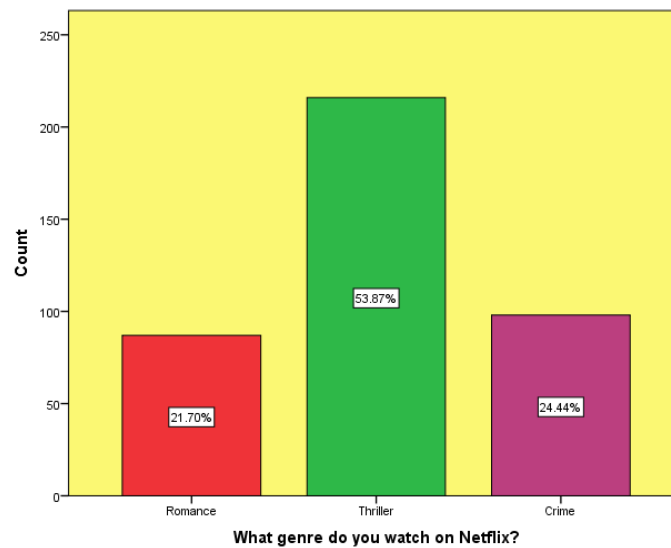
This graph shows the percentage of the total number of respondents (403). Out of 403 respondents, 28.11% are those users who use Netflix frequently, 38.56% are users who use Netflix Occasionally, and users who use Netflix to some extent their percentage is 33.33%. This percentage of the graph shows the most number of people are of those who use Netflix Occasionally.



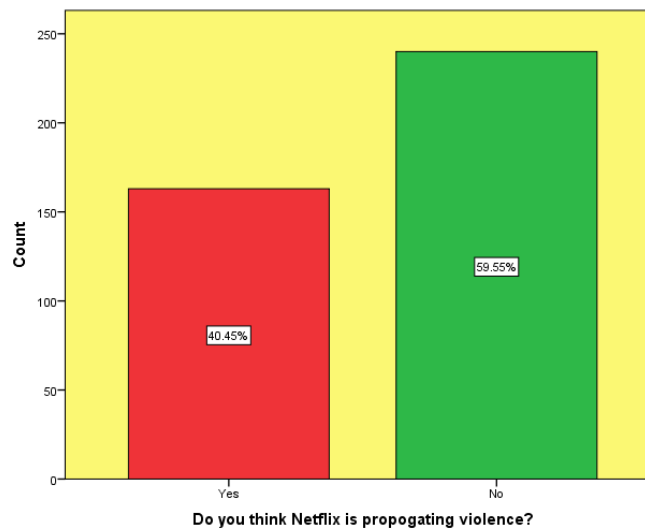
This graph shows the percentage of the total number of respondents (403). Out of 403 respondents, 70.07% are those users who spend less than 02 hours on Netflix per day, 18.95% are users who spend more than 02 hours but less than 04 hours on Netflix per day, whereas the users who use Netflix more than 04 hours are 10.72%. This percentage of the graph shows that the most number of people are those who use Netflix for Less than 02 hours.



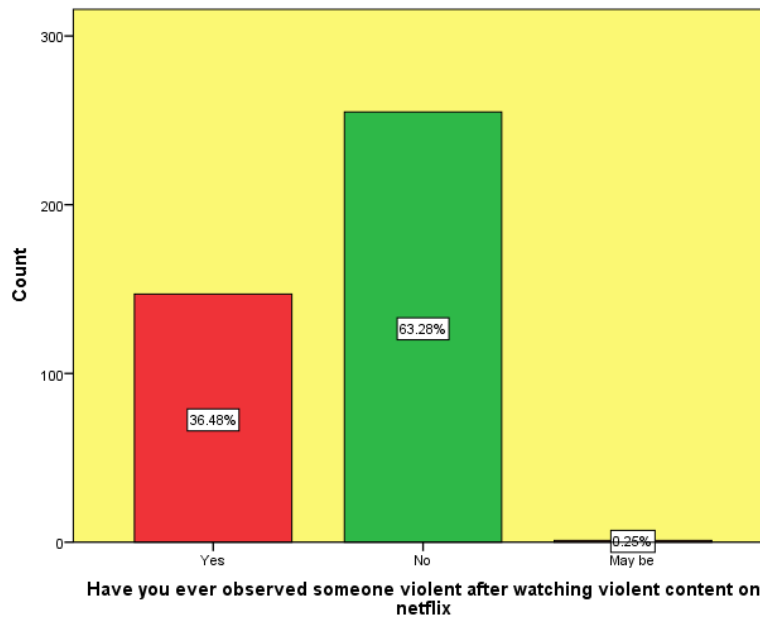
Out of 403 respondents, 47.63% are those users who are satisfied with watching Netflix, 39.65% are neither satisfied nor dissatisfied with watching Netflix, and the users who are dissatisfied with Netflix are 12.72%. This percentage of the graph shows that the most number of people are those who are satisfied with watching Netflix.



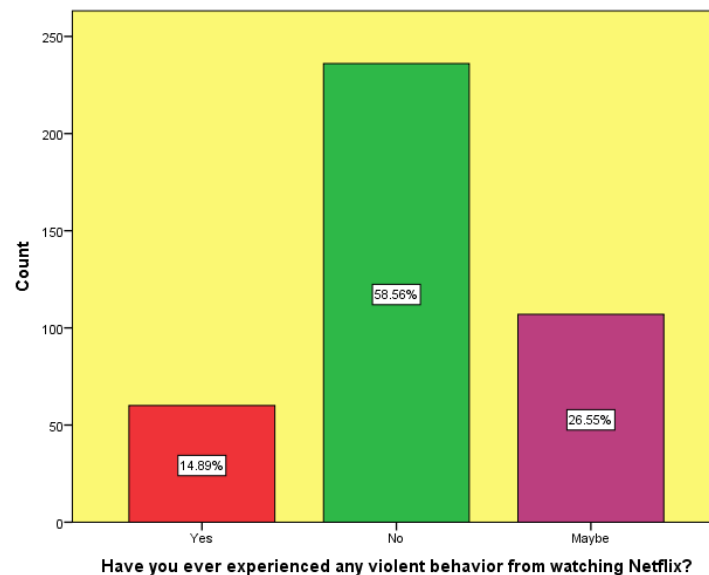
Out of 435 respondents, 21.70% are those who watch the romance genre on Netflix, 53.87% are those who watch thrillers on Netflix, and 24.44% are those who watch crime-based shows and movies on Netflix. This bar graph demonstrates that a higher number of people watch thrillers on Netflix.



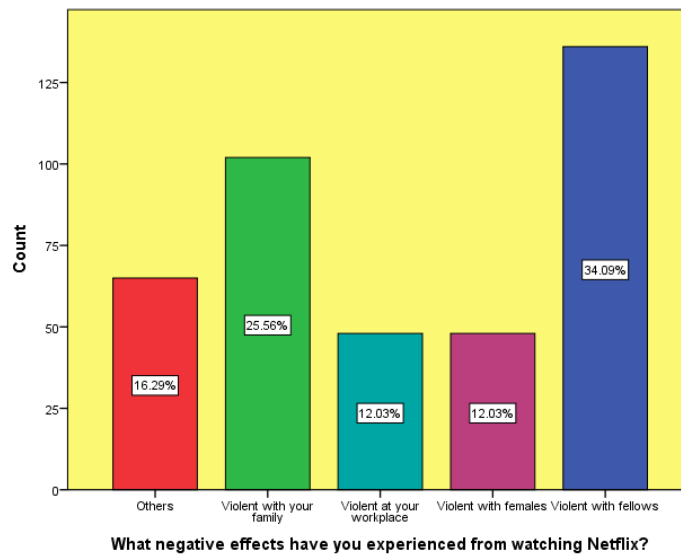
This graph shows the age of the total number of respondents (435). Out of 435 respondents, 21.70% are those who watch the romance genre on Netflix, 53.87% are those who watch thrillers on Netflix, and 24.44% are those who watch crime-based shows and movies on Netflix. This bar graph demonstrates that a higher number of people watch thrillers on Netflix.



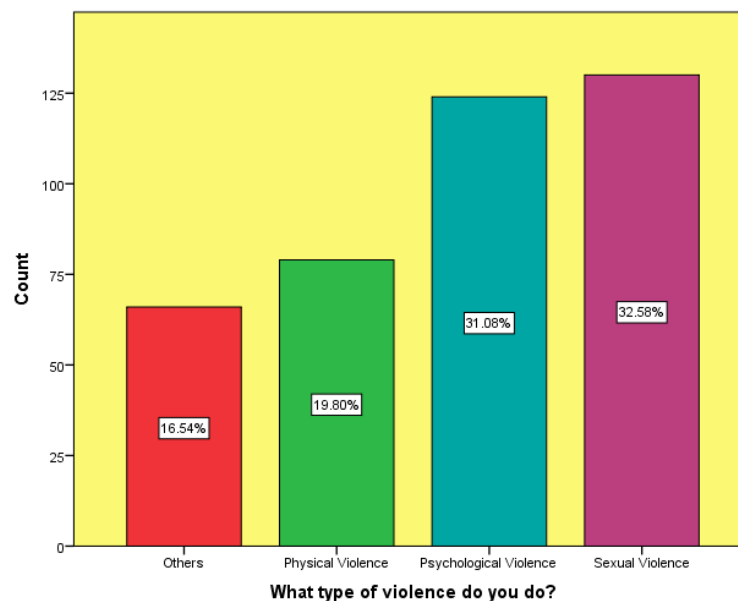
Out of 435 respondents, 21.70% are those who watch the romance genre on Netflix, 53.87% are those who watch thrillers on Netflix, and 24.44% are those who watch crime-based shows and movies on Netflix. This bar graph demonstrates that a higher number of people watch thrillers on Netflix.



Out of 435 respondents, 14.89% are those who think that they have observed people becoming violent after watching Netflix, 58.56% are those who say that they haven't seen anybody violent after watching Netflix, and 26.55% are those who say may be they have watched someone violent after watching Netflix. This bar graph demonstrates that a higher number of people say no to the survey question.

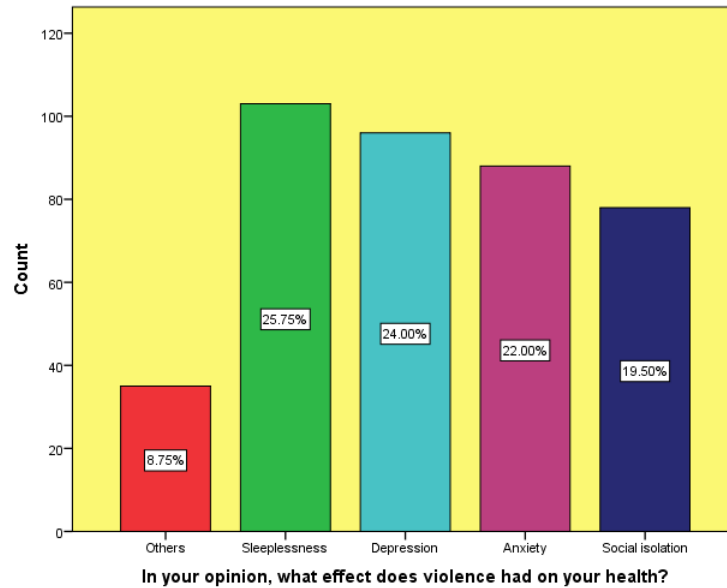


Out of 403 respondents, 16.29% are those who have given different negative effects they have experienced from Netflix. 25.56% are those who think they have been violent with their family, 12.03% have experienced that they have been violent at their workplaces, another 12.03% people think they had been violent with female, and 34.09% have been violent with their fellows. This bar graph demonstrates that a higher number of people say that they had been violent with fellows after consuming violent content on Netflix.

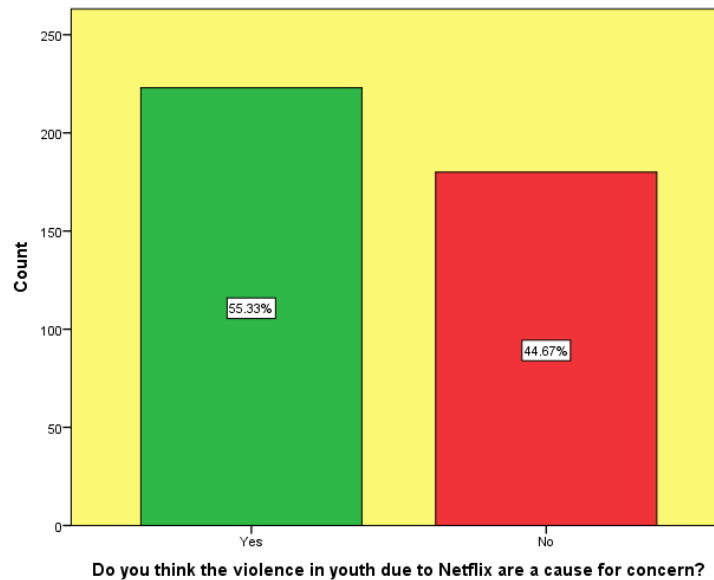


Out of 403 respondents, 16.54% are those who have given different types of violence they had done after watching Netflix. 19.80% are those who think they have done physical violence, 31.08% have done psychological violence, and 32.58% have done sexual violence. This bar

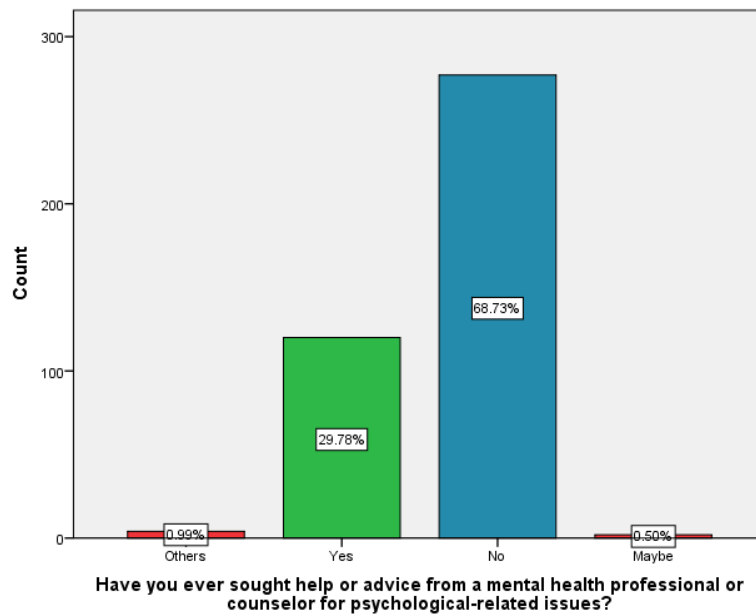
graph demonstrates that a higher number of people say that they had been sexually violent after consuming violent content on Netflix.



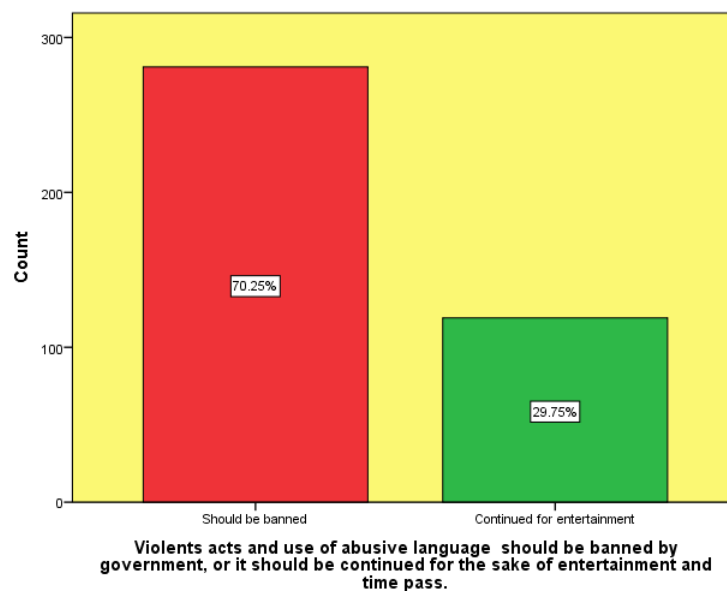
Out of 403 respondents, 8.75% are those who have given different negative effects of violence on their health they have experienced from Netflix. 25.75% are those who think they have experienced sleeplessness, 24% have experienced depression, 22% people have been experiencing anxiety, and 19.50% have experienced social isolation as a negative effect of violence on their health. This bar graph demonstrates that a higher number of people have experienced sleeplessness as the negative effect of violence.



This bar graph demonstrates that violence in youth due to Netflix is a cause of concern. As shown in the above graph 55.33% of people think that violence due to Netflix is a cause of concern whereas 44.67% don't think so.



The above bar graph shows that 0.99% have done some other solutions to tackle the issue of violence, and 29.78% have sought the advice of a shrimp to tackle their violence issue. 68.73% answered no to the question as they haven't asked for a psychiatrist for the tackling violence issue. 0.50% have answered maybe the question. More respondents have never consulted shrimp to tackle violence issue



The above bar graph shows that 70.25% of people think that government should banned Netflix violent content as it is propagating violence in youth, whereas 29.75% are of the point view that it should be continued as a medium for entertainment.

H1: Violent content on Netflix affects the behavior and attitude of youth.

Table 1: Chi-Square Analyses between Violent content and Youths' Behavior and Attitude.

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	32.304 ^a	20	.040
Likelihood Ratio	33.619	20	.029
Linear-by-Linear Association	1.080	1	.299
N of Valid Cases	398		

a. 11 cells (33.3%) have expected count less than 5.
The minimum expected count is .22.

Table 1 shows that Pearson chi-square value is 0.04, the H1 is that Violent content on Netflix affects the behavior and attitude of youth. By doing analysis value of $p = 0.04 < 0.05$. Hence it is proved that H1 is accepted, Netflix's violent content affects the behavior and attitude of our youth.

H2: Watching violent content on Netflix affects the psychological health of youth.

Table 2: Chi-Square Analysis Between Violent Content and Psychological Health of Youth

	Value	df	Asymp. Sig. (2-sided)
Pearson Chi-Square	9.647 ^a	3	.022
Likelihood Ratio	11.908	3	.008
Linear-by-Linear Association	.749	1	.387
N of Valid Cases	403		

a. 4 cells (50.0%) have expected count less than 5.
The minimum expected count is .89.

Table 2 shows that Pearson chi-square value is 0.022, the H2 is that Watching violent content on Netflix affects the psychological health of youth. By doing analysis value of $p = 0.022 < 0.05$. Hence it is proved that H2 is accepted, Netflix's violent content affects the psychological health of youth.

Conclusion:-

Experts are optimistic that young people can be positively impacted by being exposed to non-violent content, which includes those seen on streaming services like Netflix. It's great that studies have shown that people can become less aggressive, less fearful, and more sensitive to real-world violence by avoiding violent media.

we found that over half of the population are females, a majority of them are undergraduates, almost all of them are young adults between the ages of 18 and 25, and a significant percentage of them enjoy using Netflix. It's great to see that 70.07% of users are able to enjoy Netflix while still balancing their daily routine. It's also interesting to note that 53.87% of users enjoy watching thrilling content on the platform. While some users have experienced challenges such as sleeplessness, depression, anxiety, and social isolation, it's important to remember that there are resources available to help manage these issues. Let's continue to prioritize self-care and seek support when needed. It's great to see that 29.75% of people believe that Netflix's content is not propagating violence in youth. Let's hope that the government and Netflix can work together to find a solution that benefits everyone. Although some violent media may have varying effects on young people, research indicates that reducing graphic depictions of violence could have a significantly positive impact. It's great that streaming services like Netflix offer a wide variety of video content, but it's important to ensure that there are proper controls in place to prevent access to violent content.

On the other hand, violent content might harm mental health, especially in children and youth. However, freedom of expression, artistic license, and consumer choice are strong arguments. Gratuitous violence may harm mental health. Instead of banning all violent content on Netflix, promoting responsible media consumption and giving viewers tools to make educated choices may be better. This could include rating systems, age restrictions, and parental controls. Netflix and other streaming companies must also take responsibility for their content and protect children from hazardous content. This might involve working with experts to ensure their content is safe for viewers and giving resources and help for individuals affected by it.

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