



Einfluss von Gewalt in Computer- und Videospielen (German Edition)

Ingrid Haase

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Studienarbeit aus dem Jahr 2007 im Fachbereich Psychologie - Medienpsychologie, Note: 1, Universität Potsdam, 15 Quellen im Literaturverzeichnis, Sprache: Deutsch, Abstract: In der folgenden Ausarbeitung zum Referat über die Einflüsse von Gewalt in Computer- und Videospiele, soll es im Kern um die Auswirkungen derartiger Spiele auf Kinder und Jugendliche gehen.

Zunächst werden einige Fakten zur Häufigkeit der Anwendung von Computerspielen genannt, zu ihren Inhalten und zur Nutzung durch Kinder und Jugendliche. Weiterhin werden tatsächlich geschehene Ereignisse kurz geschildert, die den Leser zum Nachdenken anregen sollen, bevor die Wirkungsmechanismen und Auswirkungen auf die Spieler explizit erklärt werden. Einen großen Raum in dieser Ausarbeitung nehmen die Auswirkungen und Folgen des Spielens gewalthaltiger Spiele ein. Einige ausgewählte Studien unterstützen die Behauptungen, bevor eine kurze Zusammenfassung die Ausarbeitung beschließt.

Ich hoffe dass ich die Zusammenhänge deutlich und klar darstellen konnte und die Gefahr, die von aggressiven Spielen ausgeht für den Leser herausgestrichen zu haben.

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