

Candidate 8 evidence

8a	Monoamine Oxidase A, or MAOA, is a monoamine is a genetical influence on aggression. Some people have low levels of monoamine oxidase A, meaning they have MAOA-L, which means that excess of things like serotonin build up within the brain. This effects aggression as this build up, where excess is not disposed of like it typically would with the typical MAOA-H,
----	--

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
	<p>means that people with this are more likely to have aggressive behaviours. For example, a person with MAOA-L (or the 'warrior gene') may be more likely to commit an aggressive or violent crime than someone with MA regular levels of MAOA. Caspi showed this with their research into boys that experienced childhood abuse, many of whom went on to commit violent crime, with over half of those committing them having the 'warrior gene' (or MAOA-L), showing that genetics can be an influence on aggression, as well as environment or experiences.</p>
8b	<p>Social learning theory states that children's understanding of what is ok and social norms is learnt from watching influential people within their lives. Bandura explored this theory with their Bobo doll experiment. R This experiment found that children who watched an</p>

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
<p>influential adult hit or hurt a large doll were far more likely to hit or attempt to hurt this doll than those who watched the influential adult hug or be nice to it. This showed how children will view something as normal or ok to do if they view an influential adult doing it, which means that viewing aggressive behaviours from, perhaps, a parent as a child may cause the child to internalise them as normal and repeat them as a child and into their adult life.</p>	
<p>Not only do influential adults behaving aggressively influence aggression, but so too does things like violent media like video games or TV/film. Playing violent video games, for example, puts you into the POV point-of-view as a violent or aggressive character, which may cause you the young and easily influenced to sympathise</p>	

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
	<p>with these characters, and may make them likely to carry out the violent or aggressive behaviours in real life. Furthermore, video games reward these violent behaviours like shooting or killing, either with verbal support (games saying things like 'nice shot!' or 'well done!') or with things like in-game points or money. This may cause the players to view these acts as okay and may make them more likely to perform these aggressive behaviours in the real world.</p>
	<p>Cognitive priming is a form of media influence on aggression, where viewing aggressive acts frequently creates a schema within the brain. This schema says that aggressive acts are reasonable responses to situations viewed as threatening, so that when put into a situation that could be deescalated or dealt with differently, this schema triggers and the</p>

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
	<p>over 20 times, with one child putting the gun to another's temple and pulling the trigger, while another pointed the gun at people walking outside a window and pretending to shoot. This shows the influence media has on children: They view violent media and become far more likely to adopt violent behaviours than those who don't watch.</p>
	<p>One weakness of social learning theory is that it is very deterministic. It says that watching violent media will make you violent, but not everyone who plays violent video games or watches aggressive action films will commit aggressive acts - it depends on the person. A person is always able to decide whether or not they will do something, just because they have seen it somewhere is not an excuse. Millions of people have played violent video games like Grand Theft</p>

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN

Auto, but not all of them go on to adopt these violent behaviours.

A strength of social learning theory however, is that it influences age ratings on media. The knowledge that things like aggressive behaviours, swearing and violence influence younger audiences and may make them more likely to perform these acts in their real life means that age ratings on shows and video games must consider how these acts could influence younger people. This is why you will not find things like ~~swearing or extreme~~ extreme violence in films rated U, PG or 12, as these audiences can be easily influenced due to social learning.