# Unveiling the Impact of Television Violence on Youth: A Quantitative Study in Karachi, Pakistan

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## Abstract

*Since the prevalence of violence in society is very high and has been trending for quite sometime, while in Karachi people face many psychological problems and commit crimes like aggression, murder, snatching, rapes etc., due to television violence. Now the purpose of this study is to highlight the reasons for increasing violence in our society due to violent content telecast. In this study quantitative research method was used to measure the impact. Data was collected through survey method by surveying a sample of 400 youth of Karachi, 200 were male, and 200 were females. The data was collected through questionnaires consisting of close-ended questions. The findings of the study suggest that violent content is the reason for increasing crimes in our society, such as suicide scenes encouraging youth to commit suicide as an escape from their problems. In the same way, the use of drugs, rape attempts, and murder attempts are as harmful as committing suicide. Now, let's talk about the romantic scenes that promote rape attempts and the molestation of women in our society. Observing such content on television is causing youth to express such violent behavior. Therefore it is highly recommended that PEMRA should take notice and take strict measures against those making or delivering such content on television. According to the study, content makers and content producers are advised to deliver thoughtful, lesson-oriented, and morally accepted content.*

**Keywords:** *Television Violence, Television Vulgar and Violent Related Content, Violence, Aggressive Youth Behavior, Societal Violat*

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## INTRODUCTION

Television (TV) is the electronic transmission of video and sound from a source to a receiver. TV has profoundly impacted society by increasing the opportunities for sight and listening to past bodily distance. You can receive news, sports, entertainment, information, and commercials through a television or TV device. Media violence is a threat to public health as it intensifies violence and aggression in the real world. Violence in television news also contributes to increased violence, leading to simulated suicide and acts of aggression (Huesmann & Taylor, 2006).

## 1.1 TELEVISION VIOLENCE IN PAKISTAN

Concerns about the impact of media violence on aggression are not limited to specific types of media and often involve television, film, music, and video. It has been defined as "the visual depiction of someone or humanoid man or woman showing bodily aggression closer to another person" (Huesmann, 2007). Psychologists generally define aggression as any behavior aimed at harming another person. Aggressive behavior can take many forms. Physical aggression includes activities ranging from pushing to more serious physical attacks, including violent behavior that can lead to serious injury (such as shooting). Less severe forms of aggression include verbal aggression (such as remarks that hurt others) and relative/indirect aggression (such as lying to embarrass a person or damage relationships). Aggressive and aggressive behavior is caused by many factors that converge over time. For example, it has been argued that factors contributing to aggressive behavior in youth, such as violence in the media, may effectively contribute to a more aggressive and aggressive behavior after a few years (Anderson et al., 2003).

Television appears to provide an almost infinite amount of information and enjoyment due to the diversity of shows and commercials that are aired on the channel. Television channels seem to provide a wide range of options and cater to the interests and preferences of their audience through their diverse programming genres and factual and fictional content. With the advent of theme channels on digital TV in recent years, it has become even more apparent. We concentrate on, for instance, sports, movies, science, drama, comedy, shopping, and lifestyle. As a result, broadcasters have traditionally turned to their viewers to confirm their expectations that they provide the public what they perceive to be wanted, determine the amount of money that advertisers must pay, and specify the kinds of shows and formats that they consider to be "effective." Bignell, (2004).

A conventional orientation to a vicarious world that is usually more appealing and thrilling than our own is offered by television and other mass media, which are becoming a common point of reference. Our neighbors and I might not have much else to discuss. However, there are still things we can discuss, like the cricket match we watched the previous evening, a scene from our beloved serial, or the newscast's analysis. As a result of realizing how important media is to us, we are seeing an increase in the number of individuals and organizations that are skilled at swaying the media, getting attention, and stirring up controversy in order to benefit from the prestige that comes with being recognized by the media. Nonetheless, and maybe more significantly, the vicarious lifestyle is emerging in

the second half of the 20th century. Without the chance to connect with or verify these mediated realities, communication behaviors—in which people interact with cultures through television—have become more widespread. We now rely on the media to provide us with additional information. However, because of the intricacy of media, humans are no longer useful. We become more aware of the world but less in touch with our senses, smells, and beings. It can be assumed that an entire generation of children growing up on Sesame Street is learning image processing and information processing styles. It introduces patterns to them, while recognition makes it impossible to perceive content. The recent decline in linguistic and quantitative general knowledge points to a new concept of "literacy" and the need for new models for assessing human competence. In Pakistan, people value television highly and are closely associated with television performance. There are several historical, social, and economic reasons for this. The main reasons are declining economic opportunities, changing lifestyles, fewer recreational opportunities outside the home, and a traditional lack of leisure activities for youth, women, and low-income families. Stay home with your family under your wall. Reliance on television has increased tremendously, and the deteriorating law and order situation has forced people to stay at home in many parts of the country, including small towns.

Pakistani people's lives have been impacted by television in numerous ways, both as a cultural enterprise and as a massive information source. The media, and television in particular, needs to answer to artists, educators, and mediators in a society with low literacy, low per capita income, underdevelopment in many disciplines, disarray, uncertain political system, and rapid population growth. They are increasing intercultural groups' awareness. Television's position has long been the focus of contentious discussion and harsh criticism from a variety of social groups. In Pakistan, where morals and traditions are central to social action, television is ruthlessly suppressed. He was not able to accommodate the needs of multilingual and multiethnic communities and was susceptible to societal change. Here are some of the extreme beliefs people have about Television in Pakistan. Television is responsible for an economic downturn, violence, and social obscenity because of cultural prejudice and rudeness towards the value system.

Television is the panacea for development, and its primary responsibility is to formulate government policies and programs.

A middle ground must be taken to satisfy the intercultural and economic groups. However, they also need to be free and fair to survive in a highly competitive global media environment (Rana, 2004).

## 1.2 CONCEPTUAL FRAMEWORK

The conceptual framework of this study is drawn below to explain the cause and effect relationships between dependent and independent variables in this study.

INDEPENDENT VARIABLES        DEPENDENT VARIABLES
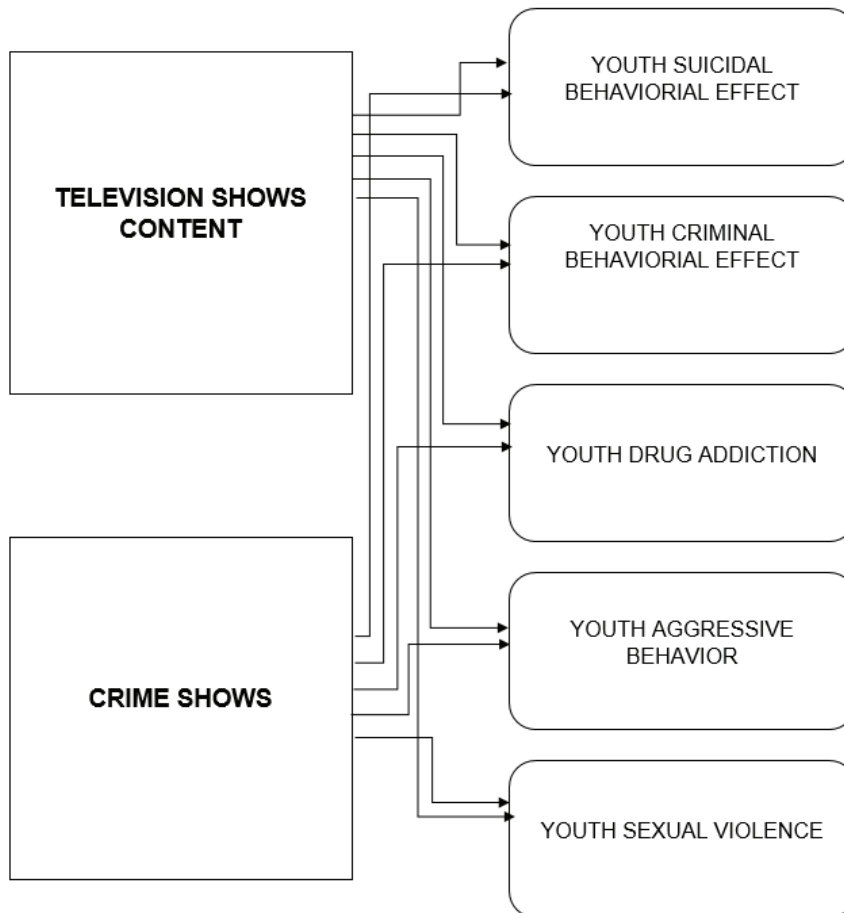
## 1.3 OBJECTIVE OF THE STUDY

My research aims to explain violence on television and determine that the consequences of this problem can be large-scale, primarily among the media and television viewers. Following are my research objectives:

1. To find out television influences youth to commit suicide.
2. Examine television crime shows influence criminal behavior in youth.
3. To explore that how television does encourage youth to use drugs.
4. To find out television violence influences youth to subsequent aggression.
5. To analyze the television influences youth to embrace rape in society**.**

## 1.4 HYPOTHESIS

HP1: Television promoting suicide scenes to influence youth to commit suicide.
HP2: Television promoting crime shows to influence youth criminal behavior.
HP3: Television promotes drug use scenes to encourage young people to use drugs.
HP4: Television promoting violence influences youth to subsequent aggression.
HP5: Television promoting romantic scenes encourages youth to embrace rape in society.

## 1.5 RESEARCH QUESTION

Q1. How does television influence youth to commit suicide?
Q2. What does television crime shows influence criminal behavior in youth?
Q3. How does television encourage youth to use drugs?
Q4. How does television influence youth to subsequent aggression?
Q5. What does television influence youth to embrace rape in society?

## 2. LITERATURE REVIEW

Below are the literature found by the researcher about this study.

The media, especially television, provide people with much information about social ecology. However, television is also a part of human physical ecology. Therefore, the location and number of TVs can cause acts of violence. For example, Golden Stein (1994) notes that the majority of violence in living rooms "appears to occur early and in some way in response to television. Arguments triggered by various reactions to screens, channels to be viewed, or program content (Hamilton, 2000). Television is an excellent mentor, providing patterns of aggression and violence, particularly among young people, to which they may be exposed. However, effectiveness studies continue to view this as a controversial statement for younger audiences, and gender-based and sexual violence in the media supports the reproduction and persistence of sexist or misogynistic attitudes (Gunter et al., 2003). The National Television Violence Study estimates that 75% of acts of violence on television go unpunished. Thus, violence sends a soothing signal to those who want to commit a crime without a social sanction. Moreover, nearly 40 percent of all acts of violence on television are perpetrated by attractive or attractive characters, so they pretend to be normative. So violence isn't just the realm of "bad guys" portrayed as antisocial, unpopular criminals and loners. In contrast, violence is often described as acceptable and pervasive, performed by likable characters designed to satisfy most viewers. Research and theory show that viewers are more influenced by the behavior of those with whom they identify and admire (Huesmann & Eron, 2013). Violence seems normal when criminals are attractive (Comstock & Scharrer, 2005). 77% of crime stories involving black suspects were violent or drug-related, compared to 42% involving white suspects while television images of black criminal suspects were more likely to appear as handcuffed, poorly dressed, and nameless suspects than white criminal suspects (Fishman, 1998). Drinking alcohol is the opposite - every day. A 1975 report found that alcohol was featured or mentioned in 80% of prime-time programs. A 1980 study included alcohol in 12 of the 15 most popular programs. One conservative estimate is that children see an average of 10 alcohol-related episodes per day, for 3,000 episodes per year. And this is not just binge eating. 40% of prime time programs are associated with drinking five or more drinks, and 18% are for chronic drinkers. One study found that 6 percent of all TV characters drink alcohol. A prime time study of characters found that 39% of men and 32% of women drink alcohol. The drinker is not a villain or a malignant person. They are beautiful and consistently likable characters ("Television and behavior: Ten years of scientific progress and implications for the eighties: Volume I summary report," 1982).people who have experienced negative influences, particularly anger or frustration, are more likely to behave aggressively in the media because they are more willing to respond with a weaker form of struggle. Resentful people seem more vulnerable to media violence (Paik & Comstock, 1994). Slater found evidence that aggression was generally predictive of subsequent television viewing. However, the relationship between these varying degrees of exposure and the effects of aggression has not been conceptually explored or modeled explicitly (Slater et al., 2003). While exposure to television violence helped explain and interpret aggression in viewers, especially by examining two

personality traits: "disinhibition" and "position of control." Violence on television affects the aggression of viewers and action (Qadir & Jullandhry, 2019). High-sensing lovers enjoy these extreme rhythms and vocals with high sensational value because of these extreme rhythms and vocals. Similarly, viewing a violent program is associated with arousal level. For example, Zillmann (1971) found that watching a program with offensive content increases the audience's level of arousal, as measured by the skin's electrical response and heart rate. Sensationalism also predicted motives for media coverage (Krcmar & Greene, 1999). Whereas alternative motives for sexual use (some violent) were associated with acceptance of the rape myth. In contrast, motives for distraction and sexual enhancement were indirectly associated with rape myths (e.g., connection with harmful relief exposure to women) (Haridakis, 2006). While Iqbal, S., Kamran, M., & Javaid, Z. K. (2024) conducted a study to investigate the effect of violent news content on Pakistani youth they followed quantitative method to investigate the impacts they selected 518 students from 12 public sector universities of Pakistan. Their findings revealed that exposure to violent news content creates the unsafe perception among youth it also increases the anxiety fear depression insecurity and mistrust.

## 2.1 THEORETICAL FRAMEWORK

The researchers discovered that the following theory is relevant to this study.
Cultivation theory (or improvement analysis) was introduced in the 1960s by Hungarian-American professor George Gerbner to study the effects of television on viewers Cultivation analysis is "a set of theoretical and methodological assumptions designed to evaluate the contribution of television programs to people's perceptions of social reality" In its simplest form, improvement analysis is used to determine whether people who watch more TV are more likely to perceive the world in a way that reflects the most recurring messages from TV content than people who watch more petite. Still, the rest are comparable in terms of specific demographic characteristics. The concept of cultivation evolved from how shared television habits can contribute to perceptions of violence in the real world. The research began by comparing the level of violence depicted on television with the level of violence that occurs in the real world. Researchers have found that far more violence is portrayed on television (Record, 2011).

## 3. RESEARCH METHODOLOGY

The research method is a specific procedure or method used to identify, select, process, and analyze information in the research process. The methodology section answers two main questions. Methods of data collection and analysis (Richard, 2021) The quantitative research method was chosen to determine how television influences viewers to engage in violent behavior in society and how many people are engage in criminal activity through television violence. While a study population is a subset of the target population it turned into sampled. It is broader

than the scope of conceptual design. It may be appropriate to say that the target population manipulated the sample frame (Hu, 2014). Whereas LR GAY, in his book Educational Research, argues that if the general population is greater than 5,000, the researcher does not need to choose a sample size based on percentage. Therefore, a sample size of 400 is acceptable. Nissar, Z.A. (2013). Thus, the researcher designs the world of research and then formulates the population of the study. Youth between the ages of 15 and 29 are selected 176 males and 140 females living in Karachi participated in the study. Researchers used a survey strategy to collect large amounts of data from 400 respondents (male and female) in Karachi. The questions in the questionnaire are structured according to the structure of closed-ended questions so that respondents can quickly answer these questions in the shortest possible time. The data was coded and analyzed through Chi-square test charts and graphs with the help of a statistical package for the social sciences version,.25(SPSS)

## 4. DATA ANALYSIS

The questionnaire consisted of demographic and topical questions. Researcher used statistical visualization tools to show adolescents' responses to each question included in a questionnaire for the first time.
Chart 4.1 Pie chart for Gender of the respondents

## 4.1 HYPOTHESIS TEST

When TV shows serve as entertainment in other ways, they negatively impact society. Due to this unethical situation, young people internalize violence under the influence of TV programs, which is a severe problem in society. Violence such as suicide, crime, drugs, aggression, and rape exist through television shows in today's society. Therefore, the Pakistani government must strictly ban vulgar and unethical shows from reducing violence in society. Researchers conducted this study to answer several preassigned research questions better to understand the impact of television shows on adolescent behavior. These research questions were statistically assessed using the hypothesis testing tool to discover generic solutions to the research questions. Because the data obtained previously was quantitative, the researcher chose the chi-square test to examine the hypotheses.

H01: there is no significant difference in the opinion of the youth that television promotes suicide scenes to influence youth to commit suicide.

| Does television shows provoke people to commit suicide? | | | |
|---|---|---|---|
| | Observed N | Expected N | Residual |
| Yes | 217 | 158.0 | 59.0 |
| No | 99 | 158.0 | -59.0 |
| Total | 316 | | |

The respondents' opinions on whether television shows cause people to commit suicide were represented in a table. 217 of the 316 people who responded answered yes, while 99 said no. These figures demonstrated that most individuals believe that television shows provoke people to commit suicide.

H02: there is no significant difference in the opinion of the youth that television promotes crime scenes to influence youth to attempt crime/murder in society.

| Does television shows provoke people to attempt a crime/murder in society? | | | |
|---|---|---|---|
| | Observed N | Expected N | Residual |
| Yes | 252 | 158.0 | 94.0 |
| No | 64 | 158.0 | -94.0 |
| Total | 316 | | |

The respondents' opinions on whether television shows cause people to attempt crimes were represented in a table. 252 of the 316 people who responded answered yes, while the remaining 64 said no. These figures demonstrated that most individuals believe that television shows provoke people to attempt crimes.

H03: there is no significant difference in the opinion of the youth that television promoting drugs scenes influence youth to take drugs.

| Does television shows provoke people to take drugs? | | | |
|---|---|---|---|
| | Observed N | Expected N | Residual |
| Yes | 245 | 158.0 | 87.0 |
| No | 71 | 158.0 | -87.0 |
| Total | 316 | | |

The respondents' opinions on whether television shows cause people to take drugs were represented in a table. 245 of the 316 people who responded answered yes, while 71 said no. These figures demonstrated that most individuals believe that television shows provoke people to take drugs.

H04: there is no significant difference in the opinion of the youth that television promotes aggressive scenes to influence youth to fight aggressively.

| Does television shows provoke people to fight aggressively? | | | |
|---|---|---|---|
| | Observed N | Expected N | Residual |
| Yes | 242 | 158.0 | 84.0 |
| No | 74 | 158.0 | -84.0 |

| | | | |
|---|---|---|---|
| Total | 316 | | |

The respondents' opinions on whether television shows cause people to fight aggressively were represented in a table. 242 of the 316 people who responded answered yes, while 74 said no. These figures demonstrated that most individuals believe that television shows provoke people to fight aggressively.

H05: there is no significant difference in the opinion of the youth that television promotes romantic scenes to influence youth to rape/sexual assault.

| **Does television shows provoke people to rape/ sexual assault?** | | | |
|---|---|---|---|
| | Observed N | Expected N | Residual |
| Yes | 243 | 158.0 | 85.0 |
| No | 73 | 158.0 | -85.0 |
| Total | 316 | | |

The respondents' opinions on whether television shows cause people to rape/sexual assault were represented in a table. 243 of the 316 people who responded answered yes, while 73 said no. These figures demonstrated that most individuals believe that television shows provoke people to rape/sexual assault.
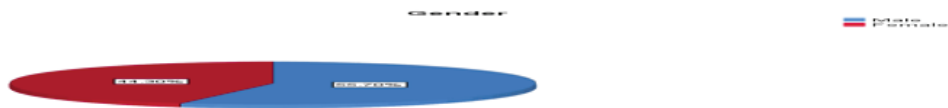
*Chart 4.1 Pie chart for Gender of the respondents*



Chart 4.1 described the Gender of the respondents of the survey. It exhibited that 56% of the survey participants were male while the rest (nearly 44%) were female.
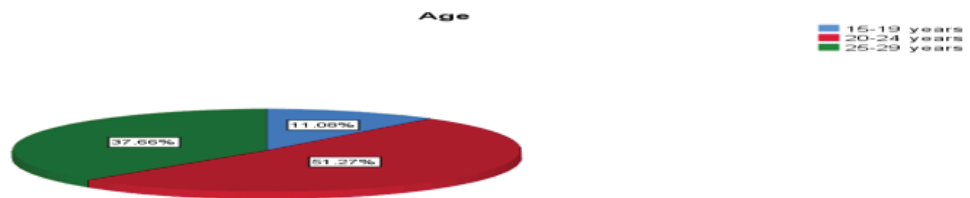
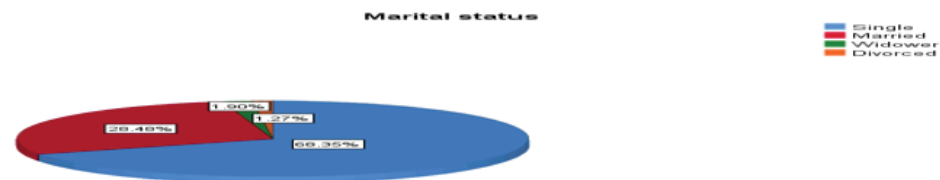*Chart 4.2 Pie chart for Age of the respondents*



Chart 4.2 presented the ages of the respondents of the survey. It revealed that 51% of the respondent were aged between 20 and 24 years, around 38% were aged between 25 and 29 years, while the rest of the 11% of the survey participants were aged between 15 and 19 years.

*Chart 4.3 Pie chart for Marital status of the respondents*



Chart 4.3 presented the marital status of the respondents of the survey. It revealed that 68% of respondents were single, around 28% were married, while the rest of 2% were widowers, and 2% were divorced in the survey participants.

*Chart 4.4 Pie chart for Education of the respondents*

While respondents were questioned about television provoking people to commit suicide, around 69% of respondents are agreed, while 31% have disagreed in the survey. Chart 4.10 discusses these results.

*Chart 4.11 Pie Chart for Type of television content that motivates people to commit suicide*



Chart 4.11 presented the type of television content that motivates people to commit suicide in the respondent survey. Nearly 45% include frustration/depression-related television content, 39% end of relationship television content, 9% family abusive content, and the rest of 7% other content that motivates people to commit suicide.

*Chart 4.12 Pie Chart for a Respondent who themselves fantasized/imagined a suicide scene on television shows*



While respondents questioned themselves, they fantasized/imagined themselves in a suicide scene on television shows of a respondent survey. Nearly 76% of respondents disagreed with imagining themselves in a suicide scene on television shows, while 24% agreed. Chart 4.12 discusses these results.

## CRIME

*Chart 4.13 Pie Chart for Respondent attempted criminal activity to hit someone*

Chart 4.7 presented the results about the respondent spending time watching a television show in a day. Nearly 40% of respondents watch a television show for 1 to 2 hours each day, while 37% respondent for 3 to 6 hours, 6% respondent for 7 to 10 hours each day, and the rest 17% of the respondent does not watch any television show.

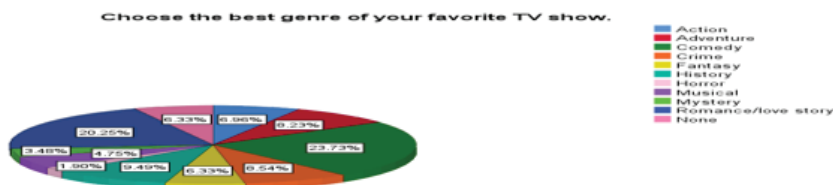*Chart 4.8 Pie Chart for the best Genre of a favorite TV show of a respondent*



Chart 4.8 presented the results about the best Genre of a favorite TV show of a respondent. Nearly 24% of respondents watch a comedy show, while 20% watch romantic/love story shows, 9% watch history shows, 9 % watch crime shows, 8% watch adventure shows, 7% watch action shows. In comparison, 6% watch fantasy shows, 5% watch musical shows, 4% watch mystery shows, 2% watch horror shows, and the rest of the 6% do not watch any shows.

## TYPES OF VIOLENCE HAPPENED

## SUICIDE

*Chart 4.9 Pie Chart for Respondent attempted suicide*



Chart 4.9 presented the results of respondents' statements who attempted suicide in a survey. Around 89% of respondents disagree with attempting suicide, while 11% of respondents agree to attempt suicide in the above chart.

*Chart 4.10 Pie Chart for the Suicide violence through television shows*

Table 4.1 Chi-square test for all research hypothesis

| Test Statistics | | | |
|---|---|---|---|
| **Hypotheses** | Chi-Square | Df | Asymp. Sig. |
| **H$_0$1:** there is no significant difference in the opinion of the youth that television promotes suicide scenes to influence youth to commit suicide. | 44.063a | 1 | 0.000 |
| **H$_0$2:** there is no significant difference in the opinion of the youth that television promotes crime scenes to influence youth to attempt crime/murder in society. | 111.848[a] | 1 | 0.000 |
| **H$_0$3:** there is no significant difference in the opinion of the youth that television promoting drugs scenes influence youth to take drugs. | 95.810[a] | 1 | 0.000 |
| **H$_0$4:** there is no significant difference in the opinion of the youth that television promotes aggressive scenes to influence youth to fight aggressively. | 89.316[a] | 1 | 0.000 |
| **H$_0$5:** there is no significant difference in the opinion of the youth that television promotes romantic scenes to influence youth to rape/sexual assault. | 91.456[a] | 1 | 0.000 |
| a. 0 cells (0.0%) have expected frequencies less than 5. The minimum expected cell frequency is 158.0. | | | |

Have you ever attempted a criminal activity to hit someone?
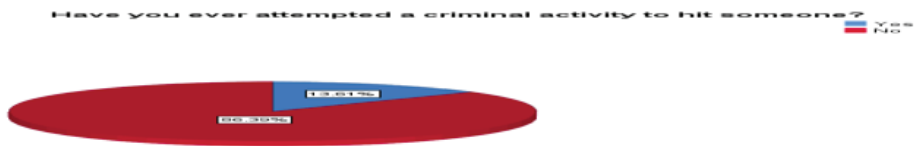
13.61%
86.39%

Chart 4.13 demonstrated the results of the respondent's statement that nearly 86% disagree that they do not try criminal activity to hit someone, while 14% agree that they attempted to hit someone.

*Chart 4.14 Pie Chart for Television shows provoke people to attempt crime/murder in society*

Does television shows provoke people to attempt a crime/murder in society?

20.25%
79.75%

Chart 4.14 demonstrated the results of the statement of the respondent that television shows provoke people to attempt crimes in society of a respondent survey. Nearly 80% agree that television shows encourage people to attempt crimes, while 20% disagree that television shows do not provoke people to commit crimes in the above chart.

*Chart 4.15 Pie Chart for Type of television content motivates people to attempt crimes in society*



Chart 4.15 demonstrated the results of the respondent's statement that types of television shows provoke people to attempt crimes in a society of a respondent survey. Nearly 54% financial issues related content, 20% property issues related content, while 13% family issues related content and the rest of 13% other related content motivates people to attempt crimes in society.

*Chart 4.16 Pie Chart for Respondent faced any criminal activity*



Chart 4.16 presented the results of respondents' statements who faced any criminal activity in a respondent survey. Nearly 59% agree to encounter criminal activity, while 41% disagree with illegal activity in the chart below.

*Chart 4.17 Pie Chart for Respondents fantasized/imagined themselves in a crime scene on television shows*
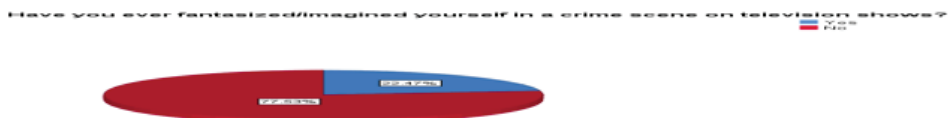


While respondents questioned themselves, they fantasized/imagined themselves in a crime scene on television shows of a respondent survey. Nearly 78% disagreed that they do not imagine themselves in a crime scene on television shows, while 22% agreed. Chart 4.17 discusses these results.

Chart 4.21 presented the type of television content that motivates people to take drugs in the respondent survey. Nearly 56% include after the breakup of a relationship-related television content, 16% trauma television content, 15% lack of family attention/arguments-related content, and the rest of 13% other television content motivate people to take drugs in the above chart.

*Chart 4.22 Pie Chart for Respondents fantasized/imagined themselves in a scene of a person taking drugs on television shows*
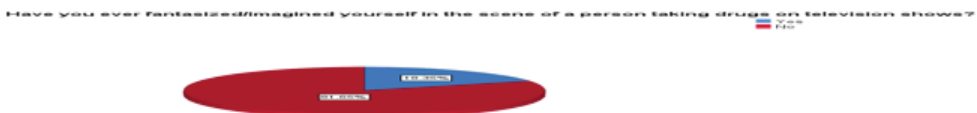


While respondents questioned themselves, they fantasized/imagined themselves in a respondent survey's drug scene on television shows. Nearly 82% of respondents disagreed with imagining themselves in a drug scene on television shows, while 18% agreed. Chart 4.22 discusses these results.

## AGGRESSION

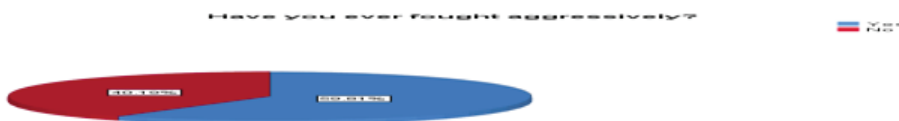*Chart 4.23 Pie Chart for Respondent ever fought aggressively*



Chart 4.23 presented the results of respondents' statements who ever fought aggressively in a respondent survey. Nearly 60% agree to fight aggressively, while 40% disagree in the chart below.

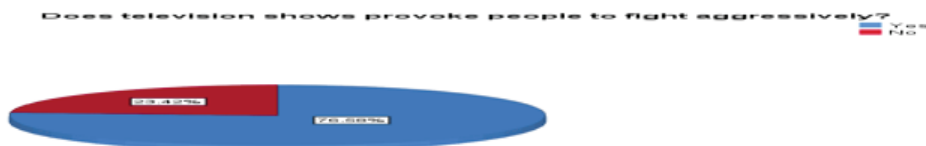*Chart 4.24 Pie Chart for Television shows provoke people to fight aggressively*



Chart 4.24 demonstrated the results of the respondent's statement that television shows provoke people to fight aggressively to a respondent survey. Nearly 77% agree that television shows encourage people to fight aggressively, while 23% have disagreed that television shows do not provoke people to fight aggressively in the above chart.
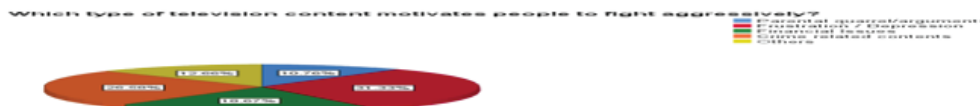
*Chart 4.25 Pie Chart for Type of television content that motivates people to fight aggressively*



Chart 4.25 presented the television content motivating people to fight aggressively in the respondent survey. Nearly 31% contained content about frustration/depression, 26% related to crime, 19% related to financial issues, 11% contained content about parents' quarrels/arguments, and the remaining 13% included other content in the table above.
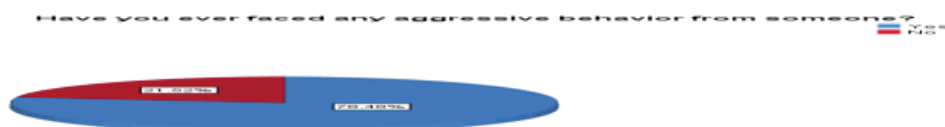
*Chart 4.26 Pie Chart for Respondent faced any aggressive behavior from someone*



Chart 4.26 presented the respondents' statements about who has faced aggressive behavior from someone. Around 78% faced aggressive behavior, while 22% did not face aggressive behavior in the chart below.

*Chart 4.27 Pie Chart for Respondents fantasized/imagined themselves in a fighting scene on television shows*
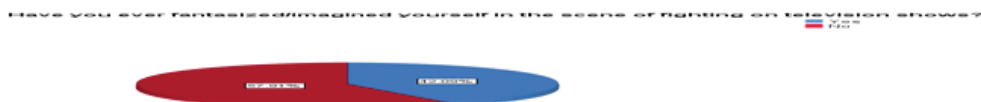


While respondents questioned themselves, they fantasized/imagined themselves in a fighting scene on television shows of a respondent survey. Nearly 58% of respondents disagreed with imagining themselves in a fighting scene on television shows, while 42% agreed. Chart 4.27 discusses these results.

## RAPE

*Chart 4.28 Pie Chart for Respondent ever fantasized about abusing/harassing someone*
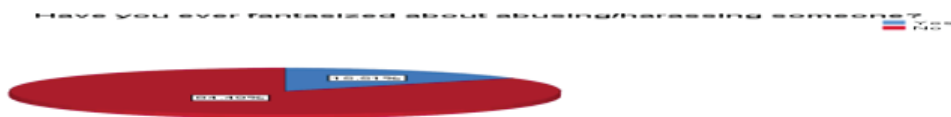
While respondents questioned themselves, they fantasized about abusing/harassing someone in a respondent survey. Nearly 85% of respondents disagreed with abusing/harassing someone, while 15% agreed. Chart 4.28 discusses these results.

*Chart 4.29 Pie Chart for Television shows influence people to rape/sexual assault*
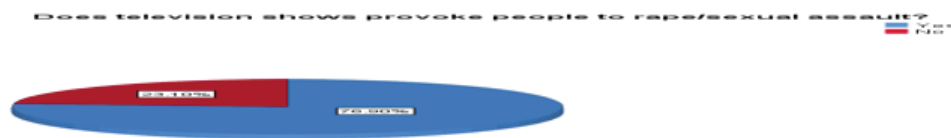


Chart 4.29 demonstrated the results of the respondent's statement that television shows provoke people to rape/sexual assault to a respondent survey. Nearly 77% agree that television shows encourage people to adopt rape/sexual assault, while 23% disagree that television shows do not provoke people to adopt rape in the chart below.

*Chart 4.30 Pie Chart for Type of television content that motivates people to adopt rape/lust*



Chart 4.30 presented the television content motivating people to adopt rape/lust behavior in the respondent survey. Nearly 45% include romantic scenes on television shows, 23% have sexual frustration-related television content, 21% include mental disorder-related content, and 11% involve other content in the chart below.

*Chart 4.31 Pie Chart for Respondent faced any lusting behavior from someone*
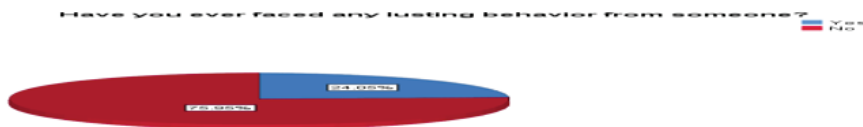


Chart 4.31 presented the respondent who faced any lusting behavior from someone in the respondent survey. Nearly 76% did not face any lusting behavior from someone, while 24% faced lusting behavior in the above chart.

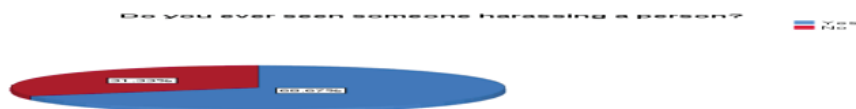*Chart 4.32 Pie Chart for Respondent ever seen someone harassing a person*



Chart 4.32 presented the respondent who had ever seen someone harassing a person in the respondent survey. Nearly 69% agreed to see someone harassing, while 31% disagreed in the chart below.

*Chart 4.33 Pie Chart for Respondents fantasized/imagined themselves in a romantic scene on television shows*
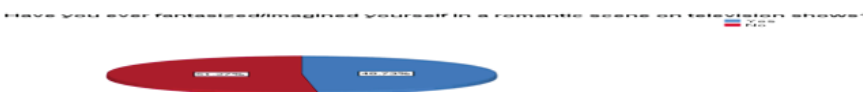


While respondents questioned themselves, they fantasized/imagined themselves in a romantic scene on television shows of a respondent survey. Nearly 51% of respondents disagreed with imagining themselves in a romantic scene on television shows, while 49% agreed. Chart 4.33 discusses these results.

*Chart 4.34 Pie Chart for Respondent whoever attempted harassment*

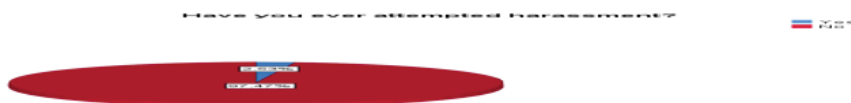Table 4.2 illustrates the chi-square test statistic values for all hypotheses described above. The p-value of the test statistic was provided in the table's last column. Chi-square goodness of fit test was used to test hypothesis-1 that there is no significant difference in the opinion of the youth that television promotes suicide scenes to influence youth to commit suicide. The chi-square test statistic value was 44.063 with the p-value = 0.000. As the p-values were less than the significant level of 0.01, the researcher had strong evidence to reject the null hypothesis. Therefore, it was concluded that there was a significant difference in the opinion of the youth that television promoting suicide scenes influence youth to commit suicide.

Chi-square goodness of fit test was used to test hypothesis-2 that there is no significant difference in the opinion of the youth that television promoting crime scenes influences youth to attempt crime/murder in society. The chi-square test statistic value was 111.848 with the p-value = 0.000. As the p-values were less than the significant level of 0.01, the researcher had strong evidence to reject the null hypothesis. Therefore, it was concluded that there was a significant difference in the opinion of the youth that television promoting crime scenes influence youth to adopt crime/murder in society.

Chi-square goodness of fit test was used to test hypothesis-3 that there is no significant difference in the opinion of the youth that television promoting drug scenes influence youth to take drugs. The chi-square test statistic value was 95.810 with the p-value = 0.000. As the p-values were less than the significant level of 0.01, the researcher had strong evidence to reject the null hypothesis. Therefore, it was concluded that there was a significant difference in the opinion of the youth that television promoting drug scenes influences youth to take drugs.

Chi-square goodness of fit test was used to test hypothesis-4 that there is no significant difference in the opinion of the youth that television promoting fighting scenes to influence youth to aggressive behavior. The chi-square test statistic value was 89.316 with the p-value = 0.000. As the p-values were less than the significant level of 0.01, the researcher had strong evidence to reject the null hypothesis. Therefore, it was concluded that there was a significant difference in the opinion of the youth that television promoting fighting scenes influence youth to aggressive behavior.

Chi-square goodness of fit test was used to test the hypothesis-5 that there is no significant difference in the opinion of the youth that television promoting romantic scenes influence youth to adopt rape/sexual assault. The chi-square test statistic value was 91.456 with the p-value = 0.000. As the p-values were less than the significant level of 0.01, the researcher had strong evidence to reject the null hypothesis. Therefore, it was concluded that there was a significant difference in the opinion of the youth that television promoting romantic scenes influence youth to adopt rape/sexual assault.

# 5 DISCUSSION OF THE ANALYZED DATA

## 5.1 SUICIDE

The study was conducted to find out the opinion of the youth of Karachi about the violence that occurred in society through television shows. According to the findings of this study, the majority of the sample population in the youth of Karachi belongs to the different factors of issues involved in various types of violence like suicide, crime, drugs, aggression, and rape. Suicide is a vast public fitness concern, and it's far envisioned that about 800,000 humans die through suicide globally every year. Posselt, M., McIntyre, H., & Procter, N. (2020) and Pirkis, J., & Blood, R. W. (2010) pointed out previously in their study. The media's role in contributing to the suicide rate is the focus of debate and research. The concept that the media's portrayal or reporting of suicide can result in imitation or contagion outcomes has been cited traditionally because of the Werther Effect. A large body of research has tested the Werther Effect. Much of this research has focused on reporting celebrity suicides in the media on television, and meta-analyses have concluded that media reporting of celebrity or high-profile suicides is associated with increased suicide rates and is a factor in choosing the suicide method. In addition, many reviews have concluded that media reporting of suicide and the portrayal of suicide in both fictional and non-fictional media can increase suicidal behavior. Nevertheless, there is sufficient evidence to suggest that this link is causal. In total, 27 research (3 descriptive research, 20 ecological research, and four individual-degree research) was conducted to observe the connection between the portrayal of suicide in tv dramas and actual suicidal behavior. The majority of these have provided at least some evidence to suggest an association between television shows images of suicide and actual suicidal behavior. Therefore, these media may exert a negative influence. However, in terms of satisfying the consistency criterion, it is acknowledged that this evidence has been relatively weak in some cases. In phrases of temporality, it's far honest to mention that it's been confirmed exceptionally continuously that the stimulus preceded the response.

## 5.2 CRIME

As Hogan A. (2019) previously noted in their study, one's impression of crime can have a big impact on how one feels safe and sees the criminal justice system, much like in today's culture. How crime and criminals are portrayed on television is one important issue that can alter public opinion. Given the number of people who watch television, it is crucial to understand how viewers' opinions are influenced by the medium. If a crime drama detective is debating whether to accept a bribe, for instance, it would be helpful to know if viewers start to question whether detectives actually act like way in real life. Scientifically speaking, further investigation into how perception might occasionally happen unconsciously—that is, without the spectator realizing that his opinions about the law enforcement organization have been altered by a 45-minute break from reality—could be beneficial. People and their criminal justice system need to have a basic understanding of one another in order for society to function effectively. The way the public views the criminal justice system and how it operates is put at risk by crime dramas that present an

erroneous picture of it. T.V. Worldwide, viewers love crime-related television shows. The acknowledgement of crime implies that it isn't always limited to a particular age range. The majority of viewers enjoy watching TV shows. Numerous television networks transmit crime dramas in Pakistan as they occur across the globe. In the sphere of media studies, the crime that is shown on TV using a reenactment approach is dubious. Television crime shows are watched by many people, which has negative repercussions, particularly on young people. The typical trend among our generation is to watch more crime-focused TV, and it's thought that these shows have an impact on young people as well.

5.3 DRUGS

TV shows that depict drug usage can have a negative impact on youth, as Sukhodolskaya A. (2019) previously noted in their research. Throughout the years, illicit drugs including cocaine, heroin, LSD, marijuana, methamphetamine, and ecstasy have been portrayed in TV shows as the most well-known, alluring, and captivating substances. Because their favorite TV celebrities reflect themselves in every move they take, people prefer to identify with them in this way. The modeling hypothesis is a potent social and psychological tool that helps us understand why people want to copy others. In other words, watching characters in media can cause one to imitate the observer. As a result, the media greatly increases the likelihood that young people will take drugs, and young people receive conflicting messages concerning substance misuse. Teenagers nowadays, for instance, are 400 times more likely to view an advertisement for alcohol than a PSA discouraging underage drinking. Furthermore, research has demonstrated that adolescents who use tobacco or alcohol are 65 times more likely to experiment with substances like marijuana than adolescents who abstain, and the earlier in life such experimenting takes place, the higher the chance of serious health issues. In the media, smokers are typically portrayed as youthful, self-reliant, rebellious, healthy, and daring, with little emphasis placed on the negative effects of smoking. Still, each year over 400,000 people pass away from diseases directly linked to smoking cigarettes. It has also come to light that exposure to drug-using peers is a critical element in the initiation of teenage substance use. Numerous researches have verified that teens who watch smoking on television are more likely to start smoking themselves.

**5.4 AGGRESSION**

Qadir, M. I., & Shafiq Jullandhry (2019) previously noted in their study that researchers claim that the content of television shows contains a vast amount of violence exposed to violent-based content, making adolescents less "physiologically aroused" in their social lives. Violence in the media, especially on television, is permeated by its content, which is more effective and influential for adolescents. Viewers who are exposed to violence in the media are more likely to act hostilely, and this exposure has an impact on how they interact with others. Media violence can also be the root cause of viewer aggressiveness. Young people spend a lot of time in front of the media these days, and the majority of young adolescents are unaware of the limits on how much and how long they can watch violent media. The younger generation of today watches TV for longer than twelve hours a day. Aggression is a result of watching violent television. Violence and aggression are closely related, and television programming is a major factor in the widespread dissemination of both. Students' degree of hostility is therefore rising daily as a

result of exposure to violent content in educational institutions and violent TV shows. Adolescent conduct is impacted by both violence and hostility. Younger viewers' feelings, attitudes, and behaviors may become more aggressive when they are exposed to violence on TV on a regular basis. Furthermore, these young people might interact aggressively with other members of society. Aggression taken to a more extreme level that results in significant harm is violence. As a result, media violence may make viewers more aggressive. Realistic media violence can teach viewers how to be aggressive and violent. In today's world, the media is essential for spreading all kinds of information. Comedy, horror, violence, and entertainment abound in media content. Without a question, media has an impact on viewers' attitudes, habits, and feelings in both positive and negative ways.

## 5.5 RAPE

The majority of the television content on popular networks features amorous scenes, which is unsettling young people. Additionally, Naz Karim, D. L., & Shehzad, M. (2016) noticed it earlier. According to their research, Pakistani culture differs greatly from Western culture in terms of values and rituals. The youths' perspectives were altered when a dish antenna and cable arrived in Pakistan. Young people want to watch these kinds of dramas that depict romantic connections between boys and girls. Boys and girls are also portrayed in the media in a very romantic light. It has a detrimental effect on young people's thinking. Pakistani media is greatly influenced by foreign media. Human body emotions are influenced by the brain, a vulnerable area of the body. Romantic moments are crucial to the way young people behave now. Teenagers attempt to emulate everything, including clothing, speech patterns, and entire demeanor, in order to fit in with the other gender and carry themselves in the show. One of the best and most efficient communication channels available anywhere in the globe is television. It permeates society, and individuals of all ages use it as a form of self-entertainment. Television programs in the past have portrayed Pakistan's provinces' authentic cultures. However, compared to earlier television programs, current programs are distinct. It depicts strong, passionate moments with a woman wearing a short skirt, a hard drink, and people hugging, kneeling, holding hands, and resting their heads on each other's shoulders. Women display more romantic scenes than men do because they watch more dramas than men do. Young folks enjoy watching and loving romantic situations. Scenes that are boldly shown in the media are not generally appreciated by young people. Research indicates that men are more likely than women to get inspired by romantic sequences in TV shows.

## 6. CONCLUSION

This study aimed to identify and clarify how television shows influence youth to adopt the different kinds of violent behaviors, such as violence, attempting rape, aggressive behavior, etc., in Karachi. To clarify the youth involved in different violence like suicide, crime, drugs, aggression, and rape in Karachi through television shows, 316 youth of Karachi were selected as a sample population for this study. After collecting the data, it was highlighted that 69% of television shows provoke people to commit suicide. On the other hand, frustration/depression content accounted for 45% of most TV content, and ending a relationship accounted

for 39%. Moreover, most of the youth of Karachi believe that 80% of television shows provoke people to commit crimes/murder in society. While most television content includes 54% of property issues related content have found. Most of the youth believe that 78% of television shows provoke people to take drugs, while the television content includes 56% after the breakup of a relationship content have found.

Moreover, most youths in Karachi believe that 77% of television shows provoke people to fight aggressively, while 31% of frustration/depression content, 26% of crime-related content, 19% of financial issues related content have been found. In contrast, almost 77% of television shows provoke people to attempt rape/sexual assault. In comparison, television content includes 45% of romantic scenes content, 23% of sexual frustration content, 21% of mental disorder-related content have found. So based on the findings of this study, it can be concluded that television shows provoke people to attempt various violence in society, which is the destructive effect has found in the behavior and mentality of youth in Karachi. Therefore, television violence plays the worst role in changing the youth's social circumstances. Moreover, like so many long time, television shows promote vulgar scenes to influence youth violence. Consequently, it is argued that the television shows maker enables good lesson content promoting to the youth, and Pemra must take action and strictly ban these types of offensive shows, which harm society.

## 7. RECOMMENDATION
According to our findings of this study, the researcher presents the following recommendations to improve the impact of TV programs.

Many youngsters are spending more time watching television shows that are vulgar and crime-related. That's why they are copying the violent scenes of television shows like suicide, crime, drugs, aggression, and rape, which are harmful effects on our society. So it is recommended that parents notice adolescent times of watching television shows and suggest that they tend to suitable lessons containing shows instead of vulgar shows.

Television violence has been present for a long time, and producers and directors of media should make good, lesson-oriented, and positive shows that reflect positivity in our society. PEMRA (Pakistan Electronic Media Regulatory Authority) should take notice and strictly take action on making vulgar shows. They also suggest the content should be impactful and life-changing, producing positive behavior in our community.

As educational institutes are the backbone of society, it's their responsibility to educate today's youth about the possible outcomes of violence and the consequences so the expectancy of such events can reduce.

There is violence everywhere—in movies, TV shows, music videos, etc.—which influences young people's behavior in the community and is become more difficult to avoid. Heavy exposure to violent media can increase the probability of violent behavior, even though experts concur that no single reason can make a nonviolent

individual act aggressively. Children who are exposed to a variety of risk factors, such as conflict and hostility in the home, are more likely to exhibit violent behavior. Desensitization can also result from prolonged, intense exposure to violent media. It might also begin with the parents.

Among the many benefits of media and technology are the chances they present to pick up useful skills. To assist your kids avoid questionable content, do some research on TV shows before letting them watch, play, or engage with them. However, young people shouldn't be exposed to virtual violence for extended periods of time. The longer they are exposed to violent content, the greater the damage.

Although many young people understand that beating someone over the head is not a good way to resolve conflict, verbal abuse is as violent. Teach young people how to respectfully use language to defend others and themselves without resorting to physical force.

15- to 18-year- old youngsters often see violent shows. However, please stay away from anything that displays physical aggression as a means of resolving conflicts as they will imitate what they see.
For 19- to 22 year-olds, television shows, rough-and-tumble, slapstick, and fantasy violence are OK, but the violence that could result in death or serious injury is too scary.

23- to 26-year-olds can handle action-hero sword fighting or gunplay so long as there's no gore.

Fantasy conflicts, duels, and other historical action are acceptable for individuals aged 27 to 29. It is not advised to show close-ups of blood or violence, though, either by itself or in conjunction with racial stereotypes or sexual scenarios.
Children between the ages of 15 and 29 are exposed to extreme shooting violence, fatalities, accidents resulting in disfigurement, rage, and gang warfare. However, the violence depicted, particularly in television shows, restricts their exposure to violence and inflicts pain and suffering.

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