

SAMPLE PRESENTATION

- I. Media violence and comic books
 - A. Do you believe there is a link between media violence and aggressive behavior?
 1. Read facts sheet-what do you think now?
 2. How would you define media violence?
 3. What would you consider aggressive behavior?
 - B. Role of comic books
 1. At one time, main form of print entertainment marketed to young people (mostly males)
 2. Note pulpy past-porn writers used of graphic violence within the narratives of crime and horror comics
 3. Wertham saved and killed industry (show slide)
 - a. Saved-research cleaned up industry
 - b. Killed-Batman & Robin gay fantasy
 4. Linked violent acts to delinquency in boys (show slide)
 - a. No pity for dragging a living person
 - b. Women are natural victims
- II. Examples of comic book violence (show slides)
 - A. Dragging a body-*Sin City* (expected)
 1. Give brief overview of PLOT
 2. STORY-revenge
 3. Expected-violent acts define the CHARACTER
 4. Marv is classic anti hero-he only hurts bad guys
 5. THOUGHT-revenge "by any means necessary" is okay for heroes in comic world
 - B. Misogyny-*The Killing Joke* (unexpected)
 1. Give brief overview of PLOT
 2. STORY-Descension
 3. Expected-violent acts define villain; unexpected-violent acts define victim (CHARACTER)
 4. Batgirl is victim of the week-any woman would do, why this one? Explain syndrome
 5. THOUGHT-women are not important in the comic world
 - C. Was Wertham right?
 1. Had I not highlighted these acts, would you have given them a second thought?
 2. Do you think repeated exposure to them IN PRINT FORM increases delinquency and/or violent tendencies?