

Bakit sila lang pwede? A Short Film on How Mature Violent and Sexual Content on Streaming Platforms Affects the Younger Audiences

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Abstract

Media in general serves and provides everyone with information, entertainment, and experience.

It will always be part of our life since aside from using it on work, or personal projects, we simply cannot imagine a day without having the need to use or access its various forms.

It is a powerful resource that establishes opportunities and connections with ease, but it also poses problems. Constant advancement in gadgets that works together with the internet yields numerous outlets to access various content making it easy to search almost anything using media. Moreover, this study would focus on how the mature violent and sexual content in media through streaming platforms impacts the exposed younger audiences. Also, the cultivation theory by George Gerbner demonstrates how media creates something irreversible which is the culture of violence. Consequently, due to modern technology and the power of internet, the range of younger audiences being exposed on such mature contents is also increasing.

Furthermore, it is not only the culture of violence alone that is considered cause for the exposed younger audiences. The lack of active media monitoring and guidance by its parents, the fandom culture, influence, and popularity of the show/film now also counts. Therefore, although entertainment is good, we must also consider the way how it changes and influences us in ways that will be problematic and lasting.

Keywords: media, entertainment, lack of active media monitoring, influence

Introduction

I was exposed to the mature content of media back when I was still 13 years old, and it all started with the series titled: "Supernatural" Its genre is horror, but it also has some mild sexual content there, but the violence is obvious.

My inspiration for this thesis originated from the thought of "How younger audiences take it" or "What happens right after they watched the film/series? How do they react to it?"

I also wanted to discuss how parents must establish and maintain maturity when it comes to sensitive discussions. Because each household lays different parenting and atmosphere for each child.

Some parents are very conservative, there are also parents who regulate monitoring the types of content their child has been viewing and there are those who simply just do not mind which means media affects the family as well. Furthermore, I will create a film using George Gerbner's Cultivation theory.

Our daily consumption and use of multiple forms of media, it affects us directly and indirectly in many ways. However, sometimes we cannot see it right away. Also, because of that the media gave birth to the culture of violence that for most viewers is considered as the element that gives entertainment and thrill itself aside from its characters and the story.

This is to shed light for parents that having their children get exposed to light or heavy amounts of mature contents through media is impossible to miss. The bottom line is that they must be able to maintain maturity and become open when it comes to discussing whatever sensitive topic their children get exposed to. The fact media and the internet together are powerful outlets that cater for entertainment, information, and almost anything we want to share also poses problems. Specifically, problems in how media affects the family, how parents monitor their children's media activity, and how they discuss such mature things in their child's level for them to understand. It is vital for parents to be responsible to make their children understand topics like this on their level because no one else would do it for them. Having peers as the young audience's outlet or way to discuss their questions about what they saw in the movie/series is also problematic.

My **thesis statement** for this paper would be: "Entertainment is good. It is everywhere but the fact that it yields a culture of violence is problematic and lasting."

For my project, I will create a 10–15-minute short film that utilizes the lens of younger audiences. The visual tone that I would use for my short film would be a mix of the utilization of lighting and exposure through high-contrast and shadows for dark or serious scenes while for the most parts, I would be using low-contrast visual tone.

Next, the visual treatment I would use for my film would be a mix between the utilization of colors and lighting while at the same time connecting it with the elements found in the scene to provide more visuals and for me to deliver the scene well.

In addition, for my cinematography, I will be taking inspiration from how the cinematography was executed in *The Watchmen* (2009) and *Pulp Fiction* (1995) I am planning to combine and use those techniques they did in their film in relation to my short films' story and for me to be able to build up a good transition as the story progress while providing interesting motion and use of the camera.

The film consists of a 12-year-old boy named Martin and a 16-year-old girl named Mae who live with their guardian, Clark. At the beginning of the film, I would focus on Martin and Mae showing their usual daily routines and some of the things they normally do inside the house. Martin usually comes home from school at noon time wherein he would rest for a bit before he does his assignments or simply just sleep for the entire afternoon.

On the other hand, Mae often does the chores and even the task of cooking their meal since Clark is busy trying to balance his college life and the art commissions, he does to earn extra cash. Clark often arrives late at home, sometimes in the afternoon but after that, he would spend his time making his commitment to do commissioned artworks for extra money or occasionally playing games on his computer to release some stress.

Clark hates spending time with the two siblings so he would always keep himself occupied with something. He is also picking and bullying Martin often since the poor kid doesn't do anything about it, at least for now.

Moreover, due to Clark's busy schedule and commitment to work, he does not have enough time to monitor what is happening to Martin. For him, if both siblings are doing alright, he's already fine with that. As a result, the two started to watch any show they want on streaming

platforms since they both have a lot of free time inside the house once they are done with the chores. This has caused them to get exposed to the mature categories of films and series that for them they only consider as normal, and it is part of entertainment after all.

Hence, there was a huge change that occurred between Martin and Mae due to their exposure. For example, Martin and Mae got hooked on watching the series titled "Fight Night" which is about a story of a man that is subjected to participate in an illegal fighting competition to obtain cash and take back his revenge on bigger men in power who are running the matches themselves. The series also contains foul language and sexual content that makes it even worse for the siblings to watch such shows just to pass the time or for entertainment in general.

Evidently, because of their continuous exposure on the show, their habits have changed, and it can be reflected by the way they talk where if before they would hesitate to speak any curse word, now Martin and Mae speak it off like it is normal. Even with their habits their academics have been affected as well in such a way that they would prefer to watch more shows instead of prioritizing what must be done first before using the internet. For the same reason, Martin developed the use of physical violence to resolve things and their aggression has developed more.

At this point, Clark's intentional negligence led to the further development and absorption of things the two should not be supposed to see and hear. In contrast, Clark remained the same as if it does not affect him directionally.

Clark believes that his role of taking the mantle as the guardian of the two Rodriguez siblings is more of a forced chore rather than a responsibility. Therefore, the purpose of

guardians and parents are the big support system has faded because the influence and impact of media in the form of shows and films are far more powerful than anyone would think due to the way how it quickly gets retained in one's mind.

The research I will do for my thesis will be a mix of articles from credible online sources. I will use books or journals to back up my information to support George Gerbner's Cultivation theory.

The creative output would be a short film. Its content would revolve around the story of the two young teens. They were exposed to the mature content available on streaming platforms. The experience can be unpredictable and scary to witness such changes that can sometimes be irreversible. Especially if the young audiences are being neglected or are not regularly monitored by their parents or guardian.

I wanted to utilize the findings I will accumulate through the research that I have conducted. This is to further support my paper and reinforce my use of Gerbner's Cultivation theory and prove that there is a culture of violence happening because of it and what we can do regarding this issue of concern.

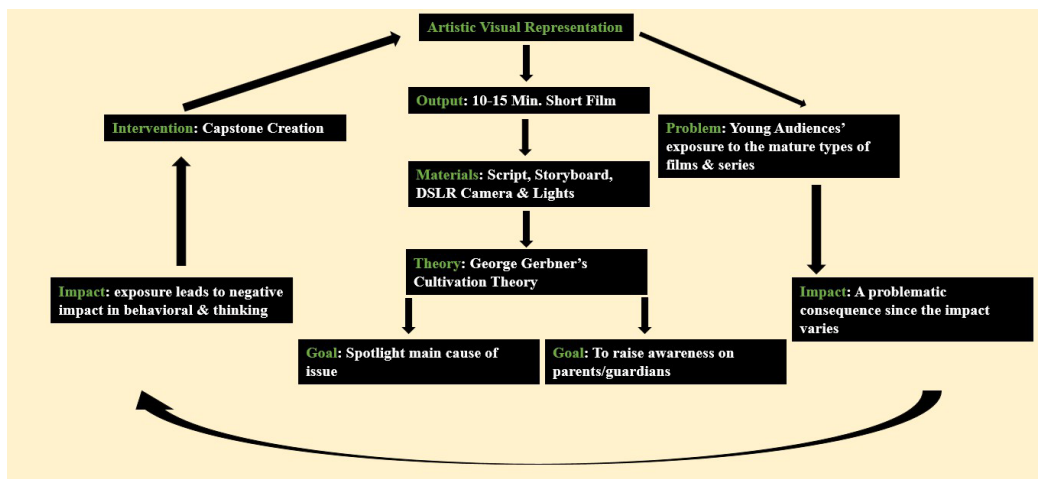
Consequently, for my **theoretical framework**, I will be using George Gerbner's Cultivation Theory to my creative output. This is to explore and create an emphasis about how the culture of violence because of media gave birth to new issues especially about how parents lack control and monitoring their children's media activity.

Again, entertainment in a general sense is good but it also masks the idea behind how its culture of violence is simply present in our households and gadgets that for some are even considered normal and part of their fandom culture.

One of the common influences of media leaves is the fandom culture. It is the uncontrollable part of social media that people involved in that fandom would consider things as “normal” or just part of their fan base.

Moreover, our identity as a person and how we see ourselves would always undergo constant change. We are all experiencing and learning new things and knowledge every day. Lastly, media alongside the internet affects us through entertainment which gives us something that may shape us as better or worse people.

Figure 1
Artistic Visual Representation



For my artistic visual representation, it is condensed to the core context, output, and my true goals towards my research and as I make my way to producing my output which would be a short film. I created a simple vision that originated from a theory and using it gave me the opportunity to conduct research about how the mature violent and sexual content in media affects the exposed young audiences.

Consequently, after I thoroughly researched articles and published works regarding my topic, I decided to start brainstorming for the creative side of my paper which means slowly building up the elements and things that requires for me to be able to use in my short film such as script drafts, character sketches/profiling, art direction plan and more.

Lastly, as someone who studies art under multimedia, I think that there's nothing wrong with being vigilant and careful since we all know that media along with the power of the internet and the constant evolution of technology is not just used for entertainment alone anymore. It is going to be a constant evolution that is impossible to miss no matter how we deny it.

My **design process** for my short-film project would be a 10-15-minute short film about how mature violent and sexual content in media affects exposed young audiences. For my creative process, I will be learning how to craft a proper script through Studio 3: Scriptwriting class and after finishing the script would be the time for me to do the storyboard for the short film and the last thing to do is the shooting.

The materials I need for my film would be paper, the script, the storyboard, a DSLR Camera, lights, the props and the wardrobe needed for the scenes.

My **target audience** for my demographic would be male and female mature parents or guardians that are college or at least High School Graduates that are 30 years old and above.

Also, I will be limiting my demographic to a family size of five to six total members, and a middle-class family only.

Next, for the **geographic**, my scope would be focused on a family that lives on an urban city which would be Paranaque and Makati City since although there are no local reports in the barangay about the exposure of young teens on the impact of mature media, we have news and results (found from the published research) through my references to back this up.

Furthermore, for my **psychographic**, my scope would be the parents that are either workaholics or prefers to spend their “free” time on hobbies and the type that believes in the value of the “As long as my Family’s not hungry” mentality.

Moreover, my **behavioristic** for this study would be categorized under two types, the first type would be a person who consumes media under the legit licensed subscription of streaming platforms with loyalty to consume or use what is only legit or authentic for streaming services as their attitude.

And the second type would be the person who uses illegal sites as a way for them to be able to watch series/films in mind with the attitude of practicality over the authentic process.

Research Design:

Equally important, my **research design** for this paper would come from trusted sources which are published research books and articles online from credible sources. This means that my sources are online books or journals as my primary reference for me to support and back up George Gerbners’ Cultivation theory for my paper.

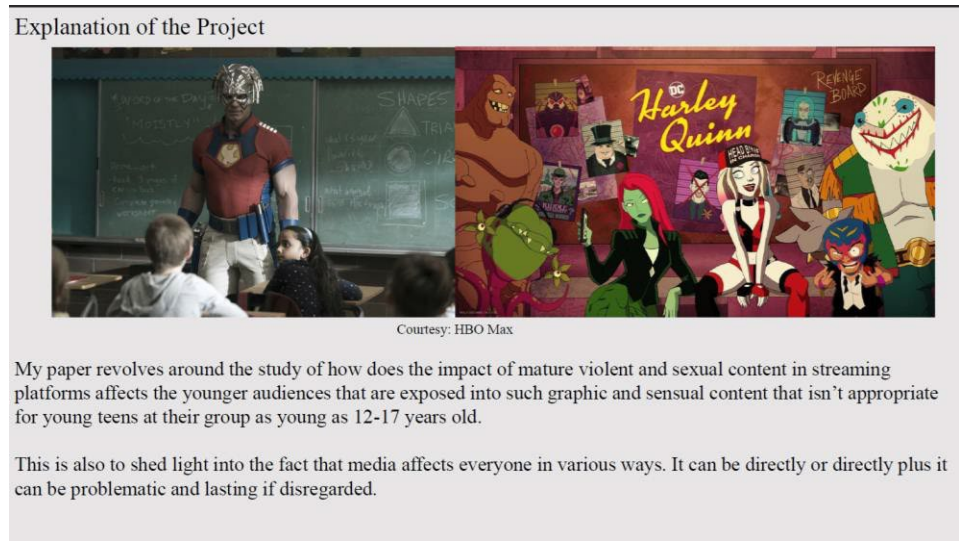
I have chosen these sources for my research to be able to provide factual and timely information about my topic. This is also to showcase that media in today's present time is not only limited to entertainment purposes-only.

In conclusion, my goal is to synthesize the information gathered to be able to yield a new branch of knowledge for my research.

For the **pre-production stage**, I focused on gathering information about my topic through journals and reliable sources online. I also take into consideration the fact that I must be able to plan and utilize the budget in a way that would strictly be used only for my short film's purposes.

In addition, I was able to make an art direction visual to also support my paper and give a clearer context towards it while starting to brainstorm ideas for the script itself.

Figure 2
Art Direction Visuals



Color Theme:

Purpose of Color:

For the colors I will be using the transitional method since I wanted to give emphasis and detail regarding on how a young audience's innocence can be distorted and disturbed by media.

Because of the things they see and watch that leads into the change they've become it's a constant step of stage that affects them directly & indirectly.

This is also a way for me to present the impact of those mature media into the young audience.

Color Theme:

Color Title: Young Audience

White

Red

Innocent White		Sarcastic Red
Curious White		Mad Red
Tainted White		Irritated Red
Disturbed White		Violent Red



Color Theme:

Color Title: Explanation of color choices

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For the young audience's color choices, I mainly chose white and red to signify something about my characters.

White pertains to the young audience's innocence slowly being disturbed, while Red pertains to their growing aggression that led to violence.

Furthermore, I incorporate the color titles based on the characters' traits that slowly progress as the story goes.

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Color Theme:

Color Title: Guardian

Green

Yellow

Caring Green

Hug Yellow

Safe Green

Patient Yellow

Guardian Green

Vigilant Yellow

Protector Green

Hope Yellow



Color Theme:

Color Title: Explanation of color choices



For the guardian's color choices, I chose green & yellow since the guardian plays a vital role which is to guide the young audience's and in a way make them understand that they shouldn't be exposed on such mature content as early as their age.

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Green pertains to growth while yellow pertains to hope that really suits the guardian's character & personality in the story.



References (By Order) Rick and Morty, Doom Patrol, Peacemaker, The Boys



For my **production stage**, I would focus on writing and preparing to finalize the final proper script along with contacting the actors and some location officials as I lay out the plans before we officially start the filming.

Once everything's settled, the only thing for us to do is shoot the scenes and utilize the days.

Lastly, for my **post-production stage**, this is the part where I would use Adobe Premiere Pro for me to be able to sequence the whole short film. This means I will be doing color-grading it according to the scene and to provide more depth and emotion.

Review of Related Literature

The review of related literature would revolve around published research and articles about my topic that would further support and provide relevant findings and information about my topic to give more clarity and enlightenment.

The Impact of Violence in Media on Younger Audiences

In general, there is no certain result about how violent content in media leaves an impact on younger audiences since it varies and depends on other factors that may or may not lead a child to change their attitude or character.

Also, considering how active and fast-paced our internet, technology, and social media are, it is impossible for anyone to avoid any exposure to violent contents found in media specifically on streaming platforms alone can provide various choices for films to watch.

The demands and expectations in the field of entertainment are always high which leads to the fact that most film studios would produce series or movies that contain even more graphic or sensitive content compared to their previous work.

Lastly, having control and moderation regarding how younger audiences have access different forms of media matters. Doing so would lead to the children being more exposed and disturbed by whatever they might have seen in its mature contents.

Parenting Younger Audiences in the Digital Age

Parenting used to be a simple task to do for any parent present in a household for them to guide and raise their children right but over the years, the quick change in the advancement of technology has made it even more challenging for parents to discipline and control their children.

The active use of children using phones for various reasons raises a high rate of concern for parents since they do not have full control of what their children may be experiencing and browsing through their phones and because social media acts as a pathway for their children to open and explore almost anything they wish to see online.

Therefore, there should be at least a way for parents to monitor their children's media activity for them to know as well what possible influence there may obtain from the widely available forms of media on the internet (Brooke, et al,2020).

The Crucial Stage of Development Young audiences go through that can be influenced by Media

The fifth stage of Erickson's theory of psychosocial development is called identity vs role confusion wherein it can be observed in the age groups between 12 and 18 years old.

Every day we are subjected to undergo new experiences and learnings that are being provided by not only the things we interact with (social media and streaming platforms on the internet) and even the idea of interacting with different types of people anywhere which reflects one our ego identity that will always bring us something that would constantly shape and affect one's development and growth.

Summing up, influence and learning works together that hones the children's way of thinking and how they base their actions through knowledge from what they watch and see in media (Cherry, 2022).

The Effects of Media Violence for Younger Audiences

The situation with the power of the internet in today's present time caused an overrun of media violence that exposes huge age groups specifically younger audiences which can be found and observed mostly under entertainment media.

Also, numerous studies have shown similar results that too much of being exposed to such mature and violent content on media may cause an effect of physical aggression to those people that often gets exposed to it wherein they may also resort to that action to resolve problems using violence as an act of response.

Consequently, the effects of media violence are not large, at least at first but then if a person constantly gets exposed to or continues to consume/watch such content it would result in a huge change as to who they are in a person. (Anderson, 2016).

Sexual Content in media and How it Affects the Younger Audiences

Sexual content is often seen in the mainstream media we all consume and watch. Also, it is never new, but it is widespread. The fact that it is not only limited to films or series we can also observe massive sexual imagery from various artists we know and follow since it is part of media the things we watch and consume will always entail something for us consumers/subscribers.

Moreover, there is no pattern for how sexual content is presented in the mainstream media. However, there is a common sexual content being presented things like dirty talk, kissing, and flirting, are some of the most prevalent sexual contents shown and observed in the media we have today.

Meanwhile, one of the most crucial sexual contents cannot be or is rarely seen being applied on any series or film found on streaming platforms or in mainstream media today which is the risk and responsibilities of sex or even the practice of safe sex in general.

Lastly, because how this form of sexual content was dominated by its other forms, it resulted in an idealized belief about how people must see romance or their romantic relationship (Lucretia et al, 2016).

Review of Related works

The contents of my review of related works would revolve around the various series found on streaming platforms wherein each show would highlight a certain mature content. Also, a short background to the show would be provided for context and to highlight what certain mature content it has overall.

Figure 3

▲ The Boys



Note. Courtesy: IMDb (poster on the left) and Pinterest (comic cover on the right)

The Boys is a comic-book adaptation turned series by Eric Kripke. The show's story is about a group of vigilantes to use their own set of skills and knowledge against the corrupt superheroes that are often seen by the public as good guys, but they are not.

In addition, the superhero in this series is owned by a powerful company and they make sure to use and market their superheroes as a product that must reflect positive feedback on the public. The show itself in general contains many mature actions just like alcohol/substance use, sexual content/nudity, violence, substance use and foul language.

Thus, I would apply this related work to my film in terms of how the creatives makes their lighting the show since for me it would be a good application of how using colors would not only reflect meanings, but I also wanted to utilize it to show various emotions from my characters in the film.

Figure 4
Rick and Morty



Note. Courtesy: Adult Swim

Rick and Morty is an animated series made by Dan Harmon and Justin Roiland. The show's story always revolves around the dangerous interdimensional adventures that often involve Rick Sanchez and his grandson Morty Smith.

This series' story uses a complex form of storytelling since some episodes may only just revolve around something that pertains to someone's past or it can also be an action-packed episode that would connect to the unanswered questions from old episodes.

I would apply this related work to my film in terms of having offensive humor into my film since I wanted to highlight how scary it is to witness that young audiences could now be exposed to such topics, jokes, and dialogues that they have little knowledge of which disturbs their innocence and imagination.

Figure 5
DC's Harley Quinn



Note. Courtesy: Vox

DC's Harley Quinn was created by Justin Halpern, Patrick Schumacker, and Dean Lorey. The series took a different tone for DC Comic's famous villains wherein fans expected them to be serious or intimidating. They made it so creatively funny since the presence of how those villains were reflected in the comics was retained throughout the seasons.

The story also revolves around what it is like to become a villain and honestly, it feels like reading a comic that comes to life. The show also contains foul language, sexual content, and dirty jokes.

Hence, I would apply this related work to my film in terms of using subtle hints that pertains to sexual content because of our modern technology and the internet right now, anything can be searched online, and it is impossible to argue that no young audience has ever been expose into such sexual content throughout their life unless they do not have gadgets and Wi-Fi at home.

Figure 6

Close Enough



Note. Courtesy: IMDb

Close Enough is a surreal comedy adult animated series created by J.G. Quintel. The show's story mainly pertains to the married couple raising their five-year-old daughter along with their divorced best friends with whom they share a cramped apartment in Los Angeles.

Since J.G. Quintel is also best known for his earlier work Regular Show, it's no surprise that the series is a mix of something chaotic and funny. Each episode is unpredictable yet very entertaining due to Quintel's unique sense of storytelling that would always involves fights, dirty jokes, and hints of sexual content.

What's more, I would be applying this related work to my film in terms of utilizing the element of symbolism as how Quintel would often do for him to get his messages across, could it be regarding a dirty joke just plain humor to be injected without elaborating.

Figure 7

Archer



Note. Courtesy: FX

Archer is an action and comedy animated series created by Adam Reed. The show's story mainly revolves as something like a parody of famous spy films and series that would often lead into a great sequence of action, substance use, and sexual content.

Adam Reed created a masterpiece by mixing animation that uses a 3D-generated world to serve as the character's surroundings, his selection of voice actors to play the roles is also exceptional that makes each episode something the audience would look after for.

In addition, I would be applying this related work to my film in terms of utilizing the environments or settings that my characters would be moving around since aside from making great dialogues, and awesome action sequences, this show is also known for making appropriate use of environment based on their story per episode.

Figure 8

Archer's settings



For my research results, there is not a dominating effect towards how media through film and series affects each exposed young audience. However, it is certain that it is on a case-to-case basis due to the three main factors which I will discuss thoroughly in my conclusion and recommendations.

Also, the results I have obtained support the studies I have reviewed and analyzed since there is a clear correlation between how little or often a young audience gets exposed to such mature films and series, their relation to their parents/guardian and how they take and absorb everything they have seen and heard through those mature contents.

In addition, there would always be something that gets retained in an exposed young audience's mind which is why the lasting effects varies.

Furthermore, I have yielded **three main effects** of how media can affect its exposed young audiences. First, the immediate **use of aggression or violence to resolve something.**

This effect mainly is present in young teens and children that are raised through very strict parenthood, and it can also be present for those young teens that are experiencing constant bullying in their environment.

Next is the **development of trauma** in young teens wherein for this case it can be often observed in those who have been under abusive parents/guardians, and it only gets worse the more they get exposed to more of these mature violent or sexual films or series as it has the potential to send enough triggers based on their experience.

Lastly, **the absorption and embodiment of what they have heard or watched**, this effect is the most common effect out of the three, but we need to be aware that media alone is enough to hold such control and influence per audience it reaches.

Not to mention that due to fandoms, anything within the vicinity of the content, no matter how violent or sexual it can be, would always be defended by its fans and that is the most uncontrollable and problematic part of it; the power of media working along with the influence of fandom culture gave birth to something irreversible; media and culture working as one unit.

Also, keep in mind that these effects would always vary per household giving us the notion that these effects are being experienced on a scale of from bad, monitored, and worse, simply put.

Moreover, I can say that my chosen medium of film was the right decision since I do not envision any other way of art to execute this other than making it into a short film instead.

Aside from that, writing and translating the story into the short film itself gave me the freedom and satisfaction of having no limits especially since this is a personal project that is very authentic to me as I have also been exposed to such mature films and series when I was young.

In my conclusion and recommendations, the issue of younger audiences being exposed to mature content in media through various streaming platforms will continue to rise as this problem would remain present in the coming years due to certain key factors that contribute to why it happens in the first place.

To illustrate, **there are three key factors** to it. First, **access to the internet & gadgets** makes it easy for anyone to access and view anything regardless of if there is a child lock safety feature to avoid younger audiences from not content not suitable for their age group.

In a way, it still works but anyone can now simply access and watch series or films through illegal streaming sites which makes the child lock feature more of a mild safeguard for parents.

Furthermore, the next key factor would be **poor parental guidance**. Let's face it, every household varies which means each parent has their perspective on whether to actively guide their children as they watch anything on stream or simply do not mind the kids watching on their own. Because for some parents, they use the media to distract their children to indulge in whatever entertainment has to offer while they do something else far more important such as work or their other responsibilities as parents.

In addition, based on the household setup we have in the middle-class urban setting of Makati City, it is more likely that those young teens and kids are being entrusted to their guardians or nanny. Leaving the parents with little to no control over what could be their kids have been watching on stream lately.

Consequently, the last key factor would be **the experience of how young audiences were raised**. To parental guidance, this key factor cuts deep and really builds up towards a child's character and almost half of their traits (the way they act, think, speak, etc) as a person.

To illustrate, parents do vary. There are parents who are very religious and strict that are also very conservative to the point they dictate what's good and bad to watch for their children.

Also, there are those who are casual and responsible parents. The ones that would normally check up on the media activities and consumption made by their children in terms of what shows or films have they have been watching lately, things like so. They regulate and maintain a stable and healthy time with their kids to assure that they are well-guided toward what is suitable for their age group and what's not.

Next, would be the complacent parents which splits into two types: One would be the type of parents who simply do not mind whatever their children are watching on stream and the

Second would be the workaholic parents who would often have a nanny or a guardian to watch over and take charge of their children.

And lastly, the abusive type of parents. Being raised under abusive form of parents was never a good experience and this also the reason therefore more studies must be still conducted in the future since there is no clear or stable result on how the mature content in films or series shapes and affects the exposed young audiences due to the differences on these two key factors: parental guidance & how they were raised respectively per household in the given locale and my scope and limitations upon this study.

For my **recommendations**, I highly recommend that future researchers/s or someone that would study something close or connected to this topic focus on the three key factors I have mentioned.

Consequently, this is because the advancements in our gadgets and the power of the internet working along with the fandom culture not only makes them an absolute unit of influence, but it is also making it something that would certainly leave a lasting influence and effects that varies from bad to worse per exposed young audience.

In addition, I also suggest that if any future researcher tackles something related to my chosen field of output, which is a film, I suggest a couple of things that would help them in preparation.

First, when it comes to writing a story for a film, it should be a story that they are passionate about or basically what they do is something in their line of interest since you will be working on this for quite a long time. It is bad to work on a topic or develop a story wherein you are certain that you're just being forced to do so.

Next, when you're working with the script, make sure you do the proper and standard format of it to avoid any issues when it comes to consulting it with your cast or adviser. Also, once you decide that you are ready to start filming, I suggest that you utilize everything and make sure you're working as planned and never do a film shooting without a plan in mind. Because if you do so, you're not only wasting your money as the time rolls, but also, it is going to affect the quality of your film due to impromptu actions because you did not plan it way ahead, you just wanted to shoot without a clear vision in mind.

For my **discussion of my creative output**, I have chosen the medium of short film rather than any other form of art since I think **it is** the best way to represent and portray the main issue itself. It is also an opportunity for me to utilize the effective method of subtle storytelling to leave the audience something to think of after watching the short film and to spread awareness that an issue like this is happening, we just do not see it the first time since it is been hiding in plain sight through our normal day to day routines.

I hope that people will not treat the issue lightly since we're talking about how each exposed young audience is absorbing what they see and hear. Not to mention these people are also living in different households and the way they are being raised strongly varies.

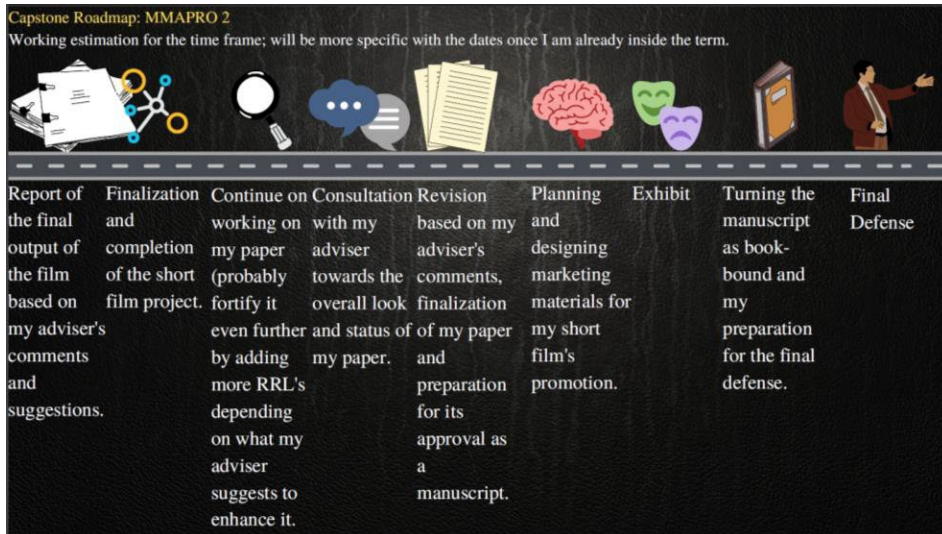
Lastly, the comments made by the panels did help me to revise my story and script accordingly for me to improve it more. It was a great experience to have a panel that has been in the industry for a long time because they do give realistic tips and advice in terms of creative and production-wise which really made me enjoy this whole process of making the short film.

Visuals & Preproduction Assets

Figure 9

Working Thesis Roadmap





Note. The dates will be changed in alignment with the subjects' deadlines as I progress.

Figure 10

Cinematography visuals







Note. The stills provided are from *The Watchmen* (2009) & *Pulp Fiction* (1995) wherein it would be my basis for cinematography as I plan to combine their techniques for executing cinematography in film.

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