The International Journal of Indian Psychology ISSN 2348-5396 (Online) | ISSN: 2349-3429 (Print)

Volume 12, Issue 2, April-June, 2024

■DIP: 18.01.164.20241202,
■DOI: 10.25215/1202.164

https://www.ijip.in

Research Paper



Impact of Specific Movie Genres on Aggression Patterns and Risky Behaviours in Young Adults

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ABSTRACT

Media in the form of movies play a huge role in an individual's overt behaviour. With the growing influence of movies and series whether on big screen, television, or OTT platforms, there have been several cases of behaviour imitation in real life. In such cases individuals from any age, gender, or socio -economic background, tend to imitate the patterns of the lead character in a particular movie or series. Hence it was hypothesised that movie genres have a significant impact on an individual's aggressive and risk-taking behaviours. It even hypothesised that aggressive and risk-taking behaviours are highly correlated. This research focused at how aggressive and risk-taking behaviours in young adults between the ages of 18 and 30 are significantly affected by specific movie genres, with a sample size of 200 participants. This was achieved through Movie Preference Index (formulated by the researcher) on movie genres, Buss and Perry Aggression Scale (by Buss and Perry) to measure the aggressive behaviours, and General Risk Propensity Scale (by Zhang, Highhouse, and Nye) to measure risk taking behaviours. The study has focused on the impact of movie genres on aggressive and risk-taking behaviours. The data was analysed by using the Independent Samples t-test and Correlation Matrix. The findings of this study have shown that specific movie genres didn't have a significant impact on aggressive and risk-taking behaviours. It even found that the dependent variables are highly correlated with each other.

Keywords: Movies, Movie Genres, Risky Behaviours, Risk Taking, Risk Propensity, Aggression, Aggressive Behaviours

he media, particularly film, has a significant influence on people's overt behaviour, as evidenced by instances of behaviour mimicking in real life. People from all walks of life, including children and teenagers, often emulate the actions of the main character in movies and TV shows because they perceive these actions as "relatable." This could have serious consequences in real life. It was made famous by Indian movies in the 1980s and 1990s that stalking is a sign of "true love." According to studies, criminals and stalkers usually display higher levels of anger, and their actions often reflect this aggression (Marquez, 2013).

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Aggression can be seen as the most extreme form of human expression, involving behaviour directed towards someone with the intent of causing harm (Anderson & Bushman, 2002). It is distinct from violence, which is characterised by the extent of harm intended (Anderson & Bushman, 2002). There are two types of aggression: proactive and reactive (Carre et al., 2011; Poulin & Boivin, 2000; Wrangham, 2017). Proactive aggression is planned attacks with rewards, while reactive aggression is a reaction to provoking situations or things (Wrangham, 2017). There are several theories and models of aggression, some of them are as follows:

- 1. Bandura's aggressive model, based on social learning theory, suggests that aggression can be learned through simple observation. The Bobo Doll Experiment, conducted by Bandura, showed that children exposed to aggressive behaviours acted out in similar manner, while children exposed to peaceful play acted in peaceful manner (Artino, Jr., 2007; Bandur et al., 1961).
- 2. The Frustration-Aggression Hypothesis, proposed by Dollard and his colleagues in 1931, suggests that frustration can lead to aggression, which was later revised to include other reactions like prejudice, scapegoating, and hate crimes (Jost & Mentovich, n.d.). These theories provide insights into the complexities of aggression and its various forms. It suggests that frustration is the necessary antecedent of aggressive response, as it is often caused when an individual fails or is deprived of achieving a goal that holds potential rewards (Benjamin Jr., 2016).
- 3. Following this hypothesis, Berkovitz proposed the Reversed Frustration Aggression Hypothesis, which posits that frustration does not lead to aggression but rather certain cues in the environment trigger aggressive responses. This theory can be viewed as part of reactive aggression, similar to instrumental, predatory, offensive, controlled, or cold aggression.
- 4. As per Anderson and Bushman (2002), the Social Learning Theory posits that individuals pick up aggressive behaviours by seeing and copying others.

Aggression has been connected to a variety of other behaviours, including taking chances and participating in risky activities. Numerous factors, such as rewarding experiences (Boyer, 2006), sensation seeking (Steinberg, 2008), and certain brain regions, such as the amygdala, nucleus accumbens, orbitofrontal cortex, medial prefrontal cortex, and superior temporal sulcus, have been linked to risk-taking behaviours (Steinberg, 2008; Nelson et al., 2005). These behaviours are also influenced by variables like age, gender, and family history (Mendis & Peter, 2020). These aggression patterns and risk taking behaviours can be seen in relations to specific movie genres. Movie genres can significantly impact individuals, according to Bandura's social learning theory. Films can be used for intercultural training and teaching management (Pandey, 2012), but can also elicit harmful behaviours and negative outcomes (Everaert, 2014). Newspaper articles show that movies like Dark Knight Rises and The Exorcist have impacted individuals' violent and maladaptive behaviours.

Research Question

- 1. Is there any connection or correlation between specific preferred movie genres and aggression?
- 2. What is the relationship between aggression and risky behaviours?
- 3. How is risky behaviour related to specific preferred movie genres?

Objectives

1. To understand the impact of specific preferred movie genres on individual's aggression and risk taking behaviours, in India

2. To understand the relationship between risk taking behaviours and aggression in India

METHODOLOGY

Hypothesis

- H1: Movie genres will have significant impact on aggressive behaviour and risky behaviours
- H2: Aggressive behaviours will have significant correlation with risk taking behaviours.

Variables

- **Aggression:** "Behaviour aimed at harming others physically or psychologically" (American Psychological Association, n.d.). There can be various types of aggression including hostile aggression, instrumental aggression, and affective aggression" (APA, n.d.).
- **Movie Genres:** According to the Internet Movie Data Base, there are 15 popular movie genres, which includes comedy, romance, science fiction, horror, action, thriller, drama, mystery, crime, animation, adventure, fantasy, comedy -romance, action -comedy, and superhero (Imdb, n.d.).
- **Risky Behaviours:** "Risky behaviours are those that potentially expose people to harm, or significant risk of harm, which prevent them from reaching their potential in life and which can cause significant morbidity or mortality" (Ansari et al., 2016).

Tools

- 1. Movie Preference Index (formulated by researcher Kreena Mehta)
- 2. Buss and Perry Aggression scale (1992)
 - The original scale was formulated by Buss and Perry (1992). It is a very famous scale to measure the variable of aggression. There are a total of 29 items divided across four factors. This scale has good construct and predictive validity (Alavarado, 2009; Harris, 1997; Harris, 1995). It has also been seen as a reliable scale for studying aggression and predicting violent behaviours (Alavarado, 2009; Donnellan et al., 2005; Bushman & Wells, 1998). The reliability coefficient of this instrument is .93 (Ghani & Rozubi, 2020)
- 3. 8 item General Risk Propensity Scale (2019)
 The original General Risk Propensity Scale was formulated by Meertens and Lion (2008). Later a 8 item GRiPS was formulated by Zhang et al. (2019). It was able to predict a unique variance with important work, academics, and life outcomes over DOSPERT and Big Five. It was highly reliable (α= .92). It was seen as a valid measure with the help of 5 different groups, and came across as reliable when compared with other tests including DOSPERT, Big Five, Risk Return Model, subjective well being, risk perception test, and risk propensity (Zhang et al., 2019).

Research Design

This is a quantitative study. It is a correlational study which will look at the relationship that is shared between movie genres, aggression, and risky behaviours.

Participants

The target population is young adults between the ages of 18 to 30 years of age, currently residing in India. A total of 200 participants residing in urban regions of India were

approached for completing this research. The participants will be collected through the method of convenience sampling.

Inclusion criterion

- The participants should currently be residing in India
- Individuals from middle and upper middle class background will be included

Exclusion criterion

- Individuals below the ages of 18 years will be excluded from this study
- Individuals above the ages of 30 years will be excluded

Sampling Technique

Convenience sampling, that is the part of the non- probability sampling method, has been used. Over here, individuals who are most accessible to the researcher are being contacted.

Procedure

In order to collect the data, a self made questionnaire will be used along with, Buss and Perry Aggression scale and 8 item General Risk Propensity Scale. The data is collected in an online manner.

RESULTS AND ANALYSIS

After data collection through the method mentioned above, the data was first run through descriptive tests and normality tests. The results are indicated in the table below (Table 1.)

Table 1.1: Group Descriptives on the basis of movie genres

	Group	N	Mean	Median	SD
Physical	Category 1	95	25.9	26.0	9.64
Aggression	Category 2	105	25.2	25.0	9.74
Verbal	Category 1	95	17.7	17.0	5.92
Aggression	Category 2	105	18.7	19.0	6.15
Anger	Category 1	95	22.1	22.0	7.58
	Category 2	105	23.3	23.0	7.56
Hostility	Category 1	95	27.6	27.0	10.88
	Category 2	105	27.7	28.0	10.17
Total	Category 1	95	93.3	95.0	27.08
Aggression	Category 2	105	94.8	97.0	26.47
Risk	Category 1	95	23.9	24.0	5.96
Propensity	Category 2	105	23.7	24.0	6.66

^{*}Category 1: action, adventure, horror, thriller, muder-mystery

Table 1.2: Independent Samples T-Test on the basis of movie genres

		Statistic	df	p	
Physical Aggression	Student's t	0.5353	198	0.593	
Verbal Aggression	Student's t	-1.1844	198	0.238	
Anger	Student's t	-1.0884	198	0.278	
Hostility	Student's t	-0.0512	198	0.959	
Total Aggression	Student's t	-0.4017	198	0.688	
Risk Propensity	Student's t	0.2082	198	0.835	

Note. $H_a \mu_1 \neq \mu_2$

^{*}Category 2: romance, drama, comedy, sci-fi, ect

As indicated in table 1.1 and 1.2, an independent sample t-test was conducted to compare the levels of Physical Aggression, Verbal Aggression, Anger, Hostility, Total Aggression, and Risk Propensity between Category 1 (action, adventure, horror, thriller, muder-mystery) (n = 95) and Category 2 (romance, drama, comedy, sci-fi, ect.) (n = 105).

- Physical Aggression
 There was no significant difference in Physical Aggression between Category 1 (M = 25.9, SD = 9.64) and Category 2 (M = 25.2, SD = 9.74), t(198) = 0.53, p = 0.59.
- Verbal Aggression
 There was no significant difference in Verbal Aggression between Category 1 (M = 17.7, SD = 5.92) and Category 2 (M = 18.7, SD = 6.15), t(198) = -1.18, p = 0.238.
- Anger
 There was no significant difference in Anger between Category 1 (M = 22.1, SD = 7.58) and Category 2 (M = 23.3, SD = 7.56), t(198) = -1.08, p = 0.27.
- Hostility
 There was no significant difference in Hostility between Category 1 (M = 27.6, SD = 10.88) and Category 2 (M = 27.7, SD = 10.17), t(198) = -0.05, p = 0.95.
- Total Aggression There was no significant difference in Total Aggression between Category 1 (M = 93.3, SD = 27.08) and Category 2 (M = 94.8, SD = 26.47), t(198) = -0.40, p = 0.68.
- Risk Propensity
 There was no significant difference in Risk Propensity between Category 1 (M = 23.9, SD = 5.96) and Category 2 (M = 23.7, SD = 6.66), t(198) = 0.20, p = 0.83

Through the data mentioned above, it can be clearly seen that there is no significant difference between any of the variables as none of the p values are below 0.05, suggesting that there is no significant impact of movie genres on aggressive and risk taking behaviours.

Table 2.1: Group Descriptives in relation to gender

	Group	N	Mean	Median	SD
Physical	Male	51	27.9	27.0	10.84
Aggression	Female	149	24.7	25.0	9.14
Verbal	Male	51	18.4	19.0	5.95
Aggression	Female	149	18.1	17.0	6.10
Anger	Male	51	22.4	22.0	7.29
	Female	149	22.9	23.0	7.69
Hostility	Male	51	28.9	27.0	10.92
	Female	149	27.2	27.0	10.33
Total	Male	51	97.6	101.0	26.78
Aggression	Female	149	92.9	94.0	26.66
Risk	Male	51	26.7	27.0	5.46
Propensity	Female	149	22.8	23.0	6.30

Table 2.2: Independent Samples T-Test in relation to gender

		Statistic	df	р	
Physical Aggression	Student's t	2.079	198	0.039	
Verbal Aggression	Student's t	0.283	198	0.778	
Anger	Student's t	-0.422	198	0.673	
Hostility	Student's t	0.980	198	0.328	
Total Aggression	Student's t	1.077	198	0.283	
Risk Propensity	Student's t	3.988	198	< .001	

Note. $H_a \mu_{Male} \neq \mu_{Female}$

As indicated in table 2.1 and 2.2, an independent sample t-test was conducted to compare the levels of Physical Aggression, Verbal Aggression, Anger, Hostility, Total Aggression, and Risk Propensity between males (N = 51) and females (N = 149).

Physical Aggression

There was a significant difference in Physical Aggression between males (M = 27.9,SD = 10.84) and females (M = 24.7, SD = 9.14), t(198) = 2.07, p = 0.03. Males (M = 27.9) exhibited significantly higher levels of Physical Aggression compared to females (M = 24.7).

• Verbal Aggression

There was no significant difference in Verbal Aggression between males (M = 18.4, SD = 5.95) and females (M = 18.1, SD = 6.10), t(198) = 0.28, p = 0.778.

Anger

There was no significant difference in Anger between males (M = 22.4, SD = 7.29)and females (M = 22.9, SD = 7.69), t(198) = -0.42, p = 0.673.

Hostility

There was no significant difference in Hostility between males (M = 28.9, SD =10.92) and females (M = 27.2, SD = 10.33), t(198) = 0.98, p = 0.328.

• Total Aggression

There was no significant difference in Total Aggression between males (M = 97.6, SD)= 26.78) and females (M = 92.9, SD = 26.66), t(198) = 1.07, p = 0.28.

Risk Propensity

There was a significant difference in Risk Propensity between males (M = 26.7, SD =5.46) and females (M = 22.8, SD = 6.30), t(198) = 3.98, p < .001. Males (M = 26.7) showed significantly higher levels of Risk Propensity compared to females (M = 22.8).

Through the data mentioned above, it can be clearly seen that there is no significant difference between any of the variables as none of the p values are below 0.05 except for Physical Aggression, suggesting that there is no significant impact of a particular gender on aggressive and risk taking behaviours.

Table 3.1: Group Descriptives of Category 1 (action, adventure, horror, thriller, mudermystery)

	Group	N	Mean	Median	SD
Physical	Male	34	27.0	26.0	11.01
Aggression	Female	61	25.3	26.0	8.83
Verbal	Male	34	18.5	18.5	5.98
Aggression	Female	61	17.2	17.0	5.89
Anger	Male	34	22.4	22.5	7.52
	Female	61	22.0	21.0	7.68
Hostility	Male	34	29.3	29.0	11.17
	Female	61	26.7	27.0	10.68
Total	Male	34	97.1	99.0	26.50
Aggression	Female	61	91.2	93.0	27.38
Risk	Male	34	26.3	26.0	4.60
Propensity	Female	61	22.5	23.0	6.23

Table 3.2: Independent Samples T-Test amongst males and females in Category 1 (action,

adventure,	horror,	thriller,	murder-mystery)	0	f movie genre
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		Statistic	df	р	
Physical Aggression	Student's t	0.794	93.0	0.429	
Verbal Aggression	Student's t	1.041	93.0	0.300	
Anger	Student's t	0.224	93.0	0.823	
Hostility	Student's t	1.135	93.0	0.259	
Total Aggression	Student's t	1.030	93.0	0.306	
Risk Propensity	Student's t	3.100	93.0	0.003	

Note. $H_a \mu_{Male} \neq \mu_{Female}$

When an independent sample t-test was run to compare aggression and risk taking behaviours amongst males and females in Category 1 (action, adventure, horror, thriller, muder-mystery) as indicated in table 3.1. And 3.2, results reveal a significant difference in risk propensity between male and female participants (t(93) = 3.100, p = 0.003). However, no significant differences were found in physical aggression (t(93) = 0.794, p = 0.42), verbal aggression (t(93) = 1.04, p = 0.300), anger (t(93) = 0.22, p = 0.82), hostility (t(93) = 1.13, t(93) = 1.1

Table 4.1: Group Descriptives of Category 2 (romance, drama, comedy, sci-fi, ect.)

	Group	N N	Mean	Median	SD	
Physical	Male	88	24.3	24.0	9.37	
Aggression	Female	17	29.9	30.0	10.55	
Verbal	Male	88	18.8	19.0	6.20	
Aggression	Female	17	18.2	19.0	6.07	
Anger	Male	88	23.5	23.5	7.68	
	Female	17	22.4	21.0	7.03	
Hostility	Male	88	27.6	28.0	10.13	
	Female	17	28.1	27.0	10.67	
Total	Male	88	94.1	97.0	26.24	
Aggression	Female	17	98.5	102.0	28.15	
Risk	Male	88	22.9	23.0	6.38	
Propensity	Female	17	27.5	29.0	6.97	

Table 4.2: Independent Samples T-Test amongst males and females in Category 2 (romance drama comedy sci-fi est) of movie genre

(romance, drama, comedy, sci-fi, ect.) of movie genre

		Statistic	df	р	
Physical Aggression	Student's t	-2.214	103	0.029	
Verbal Aggression	Student's t	0.357	103	0.722	
Anger	Student's t	0.571	103	0.569	
Hostility	Student's t	-0.169	103	0.866	
Total Aggression	Student's t	-0.616	103	0.539	
Risk Propensity	Student's t	-2.680	103	0.009	

Note. $H_a \mu_{Male} \neq \mu_{Female}$

When an independent sample t-test was run to compare aggression and risk taking behaviours amongst males and females in Category 2 (romance, drama, comedy, sci-fi, ect.) as indicated in table 4.1 And 4.2, results revealed a significant difference in physical aggression between female and male participants (t(103) = -2.214, p = 0.029). Specifically, female participants

(M = 24.3, SD = 9.37) scored significantly lower than male participants (M = 29.9, SD = 10.55) in physical aggression. No significant differences were found in verbal aggression (t(103) = 0.357, p = 0.72), anger (t(103) = 0.571, p = 0.569), hostility (t(103) = -0.16, p = 0.86), total aggression (t(103) = -0.61, p = 0.53), and risk propensity (t(103) = -2.68, p = 0.009) between female and male participants.

Overall, the results suggest that there is no significant impact of specific movie genres or gender on aggressive and risk taking behaviours. Hence the directional hypothesis i.e. Movie genres will have a significant impact on aggressive behaviour and risky behaviours (H1) is rejected.

Lastly, in order to understand the correlation between all the subscales of aggression: which includes physical aggression, verbal aggression, anger, hostility, and total aggression were put under correlation matrix. A correlation was found between all the subscales of aggression as well as risk taking behaviours, which has been termed as risk propensity here (Table 5.)

Table 5. Correlation Matrix: Correlation between Physical Aggression, Verbal Aggression,

Anger, Hostility, Total Aggression and Risk Propensity

		Physical Aggression	Verbal Aggression	Anger	Hostility	Total Aggression	Risk Propensity
Physical	Pearson's r	_					
Aggression	p-value	_					
Verbal	Pearson's r	0.397***					
Aggression	p-value	< .001					
Anger	Pearson's r	0.578***	0.612***				
	p-value	<.001	< .001				
Hostility	Pearson's r	0.416***	0.467***	0.531***			
-	p-value	<.001	< .001	< .001			
Total	Pearson's r	0.780***	0.728***	0.840***	0.800***		
Aggression	p-value	< .001	< .001	< .001	< .001	_	
Risk	Pearson's r	0.227***	0.167*	0.067	0.029	0.151*	_
Propensity	p-value	0.001	0.018	0.348	0.682	0.033	_

Note. * p < .05, ** p < .01, *** p < .001

The above table (Table 5) shows the correlation matrix between aggression and risk propensity.

- Physical Aggression: It is positively correlated with Total Aggression (r = .78), Verbal Aggression (r = .39), Anger (r = .57), and Hostility (r = .41). There is statistical significance for each of these associations (p < 0.001).
- Verbal Aggression: It correlates favourably with Total Aggression (r =.72), Anger (r =.61), and Hostility (r =.46). Once more, (p < 0.001) indicates the statistical significance of each correlation.
- Anger is positively correlated with both total aggression (r = .84) and hostility (r = .53). These two correlations have significant statistical significance (p < 0.001).
- Hostility: There is a statistically significant (p < 0.001) positive correlation between hostility and total aggression (r = .80).
- Total Aggression: Verbal Aggression, Anger, and Hostility are all positively correlated with Total Aggression, which is a measure of overall aggression. There is statistical significance for each of these correlations (p < 0.001).
- Risk Propensity: It has relatively weak correlations with all the aggression-related variables. The correlations are positive but not very strong: Physical Aggression (r = .22), Verbal Aggression (r = .16), Anger (r = .06), Hostility (r = .02), and Total

Aggression (r = .15). Only the correlation with Physical Aggression is statistically significant (p = 0.001).

Overall, this correlation matrix indicates that there are significant positive correlations among various forms of aggression (physical, verbal, anger, hostility) and that these correlations are generally strong. Risk propensity seems to have weaker associations with these aggression variables, but it still shows a correlation. This indicates that the H2 proposed earlier is accepted, i.e. Aggression significantly correlates with risk taking behaviours.

DISCUSSION

This research has two major hypothesis:

- H1: Movie genres will have significant impact on aggressive behaviour and risky behaviours
- H2: Aggressive behaviours will have significant correlation with risk taking behaviours.

The research found no significant correlation between movie genres and aggression and risk-taking behaviours in adults, but a positive correlation was found between aggression and risk-taking behaviours, confirming the acceptance of the second hypothesis.

The study found no significant impact of movie genres on aggression and risk-taking behaviours. Further research suggests various factors influence aggression, not just movie genres. Wilson and Daly's 1985 study explains the evolutionary history of men's aggressive behaviours, focusing on reproductive competition. They argue that aggressive interactions increase the chances of success in this competition, aligning with sexual selection theory. The Young Male Syndrome is a manifestation of this evolutionary legacy, with young men more likely to engage in risky and violent behaviours. Media influence on aggressive behaviours is limited. This research suggests that violent and related acts and/or behaviours come more naturally to male counterparts of the society due to evolution. This even suggests that influence of media including cinema plays a very limited role in influencing aggressive behaviours in individuals (Wilson & Daly, 1985).

Furthermore, Sønderlund et al. (2013) in their research even suggested that affiliation with certain social groups say that of "jocks" and associated identity too can lead to aggression and violent behaviours. Through all these studies it can be understood that there are various other contributing factors that lead to aggression, and the movie genre is not a particular one.

Newman et al. (2008) found that risky behaviours in adolescents are influenced by the quality of parent-adolescent relationships and the environment. Factors like parenting style, environment, and parental influence can influence behaviours like smoking, drinking, and drug use. Parents also significantly influence adolescents' sexual behaviours and ideation. Zuckerman and Kuhlman (2000) found that personality type and gender differences also contribute to risky behaviours. As found in this research, risk taking behaviours indeed differ in males and females.

Another research by MacDonald et al. (2005) found that individuals with high life satisfaction are less likely to engage in violent behaviour, and risk-taking behaviours are associated with violent acts. On the other hand, Atkinson (1957) explored the motivational factors behind risk-taking behaviour, stating that individuals with strong achievement motivations prefer intermediate risks, while those with strong failure-avoidance motivations avoid intermediate risks. Both studies highlight the importance of life satisfaction and motivation in determining risk-taking behaviour.

Risk-taking behaviour is not solely influenced by factors like parenting styles, personality traits, or gender, but also by motivational factors and the perception of risk. Research by Ditto et al. (2006) found that visceral cues can significantly influence decision-making, regardless of the risk involved. These studies suggest that risky behaviours are not always imitation, and that factors like parenting styles, personality traits, gender, motivational factors, and visceral cues play a role in risk-taking behaviours.

Furthermore, the study found a strong correlation between aggression and risk-taking behaviours, with aggressive patterns leading to risky behaviours. Factors like media use significantly influence aggressive behaviour and violent acts, especially in youth. The link between aggression and violent acts is causal and strong in nature, as suggested by Escobar-Chaves & Anderson (2008).

If we look at different researches, every research reviewed presents a connection between risk behaviour and violence and related behaviours. This clearly signifies that risk taking behaviours are correlated with aggressive behaviours and acts related. A research by Chapman et al. (2018) suggests that adolescents undertaking risky behaviours have a greater chance of committing violent acts and indulge in related behaviours that can lead to serious injuries and/or even death. A systematic review by Sønderlund et al. (2013) found a direct correlation between aggressive behaviour and alcohol use, particularly in sports. The study also highlighted the influence of social and group norms on alcohol consumption and violent behaviour, with examples of hyper-masculine sports participants displaying sexist comments, excessive alcohol use, and physical and verbal fights. Through the studies mentioned, it can be understood that aggression and risk taking behaviours do share a relationship, and this study too was able to point out this correlation.

CONCLUSION

This study examines the impact of movie genres on individuals' thinking and behaviour patterns, focusing on aggression and risk-taking attitudes. It aims to develop a concrete theory on imitation during adulthood, which can be used in psychology, media studies, and global studies. However, the study lacks socio-cultural aspects, as it only looks at young adults in India and does not consider the different backgrounds and age groups.

Future Implications

Future research should include more demographic variables, such as socioeconomic status, cultural background, and area/state of residence, and compare different generations and countries. The study concluded that specific movie genres do not significantly impact aggression and risk-taking behaviours, despite the overall influence of movies on individuals' aggression and risk-taking behaviours. Future research should consider more demographic variables and global comparisons.

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Acknowledgment

I want to express my gratitude to Dr. Hemanthakumar V for all of his help, advice, and understanding. The direction of this research was greatly influenced by your support and mentorship. I also have to thank Christ University in Yeshwanthpur, Bangalore, for granting me access to libraries, facilities, and other resources that made conducting research much easier. My gratitude goes out to everyone who answered the questionnaires and completed the surveys for this research. The success of this research was greatly dependent upon your willingness to donate your time and ideas. To conclude, I express my gratitude to my family and friends for their unwavering emotional support and comprehension throughout the difficult stages of this research. Their patience and support were much-needed.

Conflict of Interest

The author(s) declared no conflict of interest.

How to cite this article: Mehta, K. & Hemanthakumara, V. (2024). Impact of Specific Movie Genres on Aggression Patterns and Risky Behaviours in Young Adults. International Journal of Indian Psychology, 12(2), 1902-1913. DIP:18.01.164.20241202, DOI:10.25215/1202.164