

- Edit
- Preview
- Published
- Portfolio Tools



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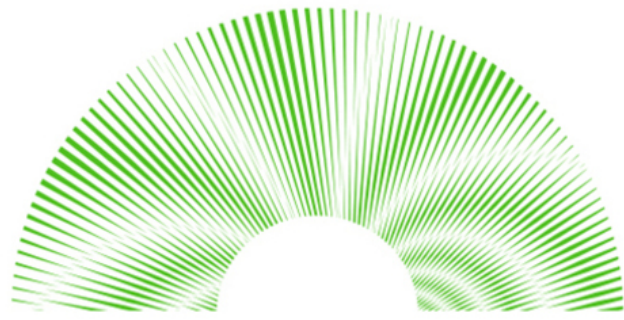
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- [High Scores](#)
- [Contact Me](#)
- [Resume](#)
- [Digital Badges](#)

Hello! Welcome to my portfolio!
 My name is Justus and I'm a student at Otis College of Art and Design
 I'm a smalltown midwestern boy turned LA denizen
 I'm working towards a degree in Animation while also minoring in Creative Writing

To get a quick view at what I do, click **High Scores** on the left menu
 To see more of my work in depth, click the levels on the top menu!

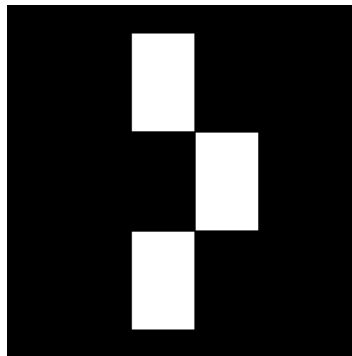




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Excellence Awards 2017
Honorable Mention

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Otis College of Art and Design

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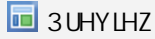
Badge Details

Title

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Description

Transcript resumes professional portfolios the only way that students can present record of college level to potential employers Otis College ePortfolio Excellence Award encourages students to deliberate



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Level 1 (Foundation)

Justus Morschauser
Visual Culture
Dr. Olga Legg
10/27/2016

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Entertainment or Learning Tool: How Television Influences Developing Minds

The saying goes it takes a village to raise a child. In today's day and age, that village has become more than just friends and neighbors, it has now expanded into the world of electronics. I was brought up by my parents, extended family, neighbors, and the box in the livingroom that flashed images on its screen. A large reason behind my fascination with animation is the influence that it has on the next generation. Characters from the television screen show up on their clothing, toys, and food. My question is just how far do these shows influence young children?

My search started with the rest of the class at the library. Using the databases compiled by the Otis site I attempted finding articles on television and its effects on children; however, the keywords that I used only brought up children's videos, instead of research on it. After numerous failed attempts a librarian assisted me with using multiple keywords to find the content I was looking for. My searches consisted of using the word "children" and "television" which yielded children shows. Once new keywords were introduced, such as "influence," finding articles and books became much easier.

Using the google search engine expanded my research outside of the Otis database. I found that many of the articles were too short for any large amount of beneficial information, as each only stated the results of a single study search. One such article stated that the more television watched at the early ages of one through three, the more likely an attention disorder was to arise by the age of seven. (Christakis) That case displayed a drawback of television, but there were also many positive outcomes that I found as well.

One particular study brought me to the understanding that children are prone to have fictional role models, and many role models stand as a symbol for some greater aspect. (Hilman) The hero of the story always requires some sort of struggle. How the character overcomes the struggle is essentially the bare bones of plot development. This is where a character can become relatable to individuals. A character tends to become a favorite due to an audience member identifying with them. These specialized characters become an iconic symbol that the resembling audience signifies as

themselves. This becomes especially evident when children are seen dressing up on halloween or playing pretend as a character. Even now as an adult I still have a stronger response to characters that I signify as someone similar to me. The benefit to this is children can feel understanding and companionship, and also subconsciously identify the fictional struggle as a signifier to the signified real life struggle of themselves. These struggles can take numerous forms, be it how to behave socially, solve something logically, or act emotionally, and these are just a few examples of what issues are faced.

Educational shows such as those seen on PBS Kids are built on the foundation that children will watch and mimic what they see. If Elmo is having a hard time with another monster on Sesame Street, an adult is always there to aid in a solution to the problem. These lessons teach the child watching how to positively behave. It is difficult to discern whether television itself is a direct culprit of how a child grows, but it certainly should not be the only input a child receives. It is becoming ever increasingly easy for parents to leave their children in front of screens to allow free time for other errands, but this practice is actually harming the child's development. That screen time can be detrimental to the child's physical health, and even in severe cases lead to obesity.

(Dowshen) Certain qualities have a stronger influence on an individual basis. In a recent study it was found that television enhanced qualities already present. Children who had more antisocial, violent, or obese genetic traits were prone to watching more television than those who lacked those traits. (Fields) An excess of television has the potential to distort the child's perception of reality. Age inappropriate content with a constant flow of violent or scary signifiers of life can lead a child to be afraid of the world without ever experiencing it. Entertainment can also enforce stereotypes regarding gender roles and race amongst other things. This is a direct connotation to how visual culture seen on television can shape how the real world is perceived.

(Dowshen)

Using all of the sources that I found I could determine that the effects of television are both physical and mental, and can be active for longer than just the developmental stage of childhood, branching out into the adolescent stage and even into adulthood. I have also found the importance of using current or nearly current research as old content can still be easily found with search engines and databases, though it may not hold relevance anymore in today's current society. It is also beneficial to work alongside a peer to aid in directing what the topic should be focused on. Explaining the topic to my friend helped me to understand the questions I was really asking and allowed me to expand my search to more than I had originally thought. Through all of this research I have learned that entertainment holds much more value than pure entertainment, it provides a direct link to visual culture without having to leave the livingroom, it becomes a false reality that can distort or clarify what the real world holds.

Television is still a relatively new concept for the human race, and it is becoming increasingly accessible through laptops, phones, and tablets. This high exposure gives children many more signifiers than previous generations without this immediate access to multiple aspects of visual culture. There are both positives and negatives to this rapid rate of growth in regards to technology, but it must be used in control, lest the audience forgets to experience the real world. Although not all children will react to television the same way, it is important to recognize the potential threats and benefits of television, especially in this day and age.

Christakis, Dimitri, Frederick Zimmerman, David DiGiuseppe, and Carolyn McCarty. "Early Television Exposure and Subsequent Attentional Problems in Children." Early Television Exposure and Subsequent Attentional Problems in Children | Articles | Pediatrics. AAP News & Journals, Apr. 2004. Web. 25 Nov. 2016.

Dowshen, Steven, MD. "How TV Affects Your Child." KidsHealth. The Nemours Foundation, Jan. 2015. Web. 28 Oct. 2016.

Steven Dowshen serves as an endocrinologist who focuses on thyroid issues, diabetes, and most importantly for this topic, puberty. He wrote this article last year so the information is very recent. The article examines both the benefits and downfalls of television's effects on the developing mind. It tells of both physical and mental issues that can occur, as well as ways to curb them from happening and healthy television habits. These topics are written by a doctor on health so both positives and negatives are weighted evenly for the information of parents. The main goal of this article is to inform of all physical and mental health benefits and hazards to children watching television, which was my main goal of research.

Fields, R. Douglas. "Does TV Rot Your Brain?" Scientific American. Scientific American, 14 Dec. 2015. Web. 25 Nov. 2016.

Hillman, Keith. "Why Do We Identify With Fictional Characters?" Psychology24org. Psychology24, 13 Nov. 2014. Web. 28 Oct. 2016.

Keith Hillman is a full time writer specializing in psychology as well as the broader health niche. He has a BSc degree in psychology from Surrey University, where he particularly focused on neuroscience and biological psychology. Since then, he has written countless articles on a range of topics within psychology for numerous of magazines and websites. He continues to be an avid reader of the latest studies and books on the subject, as well as self-development literature. The article was written earlier this year, so all information is up to date. This article aids in showing how and why characters from fiction become so dear to the audience. This is important to why people can aspire to be like a fictional figure, as their flaws are made to be identifiable. Hillman also adds that there is a basic human need to feel companionship and understanding. Fictional characters that are relatable fill that need, giving the benefit of understanding, even if the companion does not truly exist. These facts were important to me for the understanding of mental facilitations that television shows can possess.

Critical Reflection

The class of visual culture was to me, more of a class of critical analysis. The only current event of culture that was covered was a few pop star songs and music videos, the rest of the course was devoted to semiotic terms and deep analysis of various past works. That was in no way a bad thing, but the title was a bit misleading of the content.

Throughout the semester I gained a strong skill of investigation that I would have otherwise never even thought of. The class was a training ground to hone in the skill of decryption. Ironically, one of the things that I recall learning was that the brain recalls less than half of what is seen and heard in class. There is a lot that didn't stick for me, but what did was not technical terms or dates or artists, but instead it was the method in which we as a class were asked to examine various pieces of media. I believe that this method is what was most important to get out of this course.

With this new found skill I am finding that I am seeing more undertone meanings in art that I see, primarily in advertisement. I question designs more often, analyzing what I believe was the artist's intent or message in the logo/billboard/other canvas. I look at art more asking "what does it mean?" rather than "what does it look like?" I believe that this sense is why this class is required for foundation students, so they can look at the world like artists.

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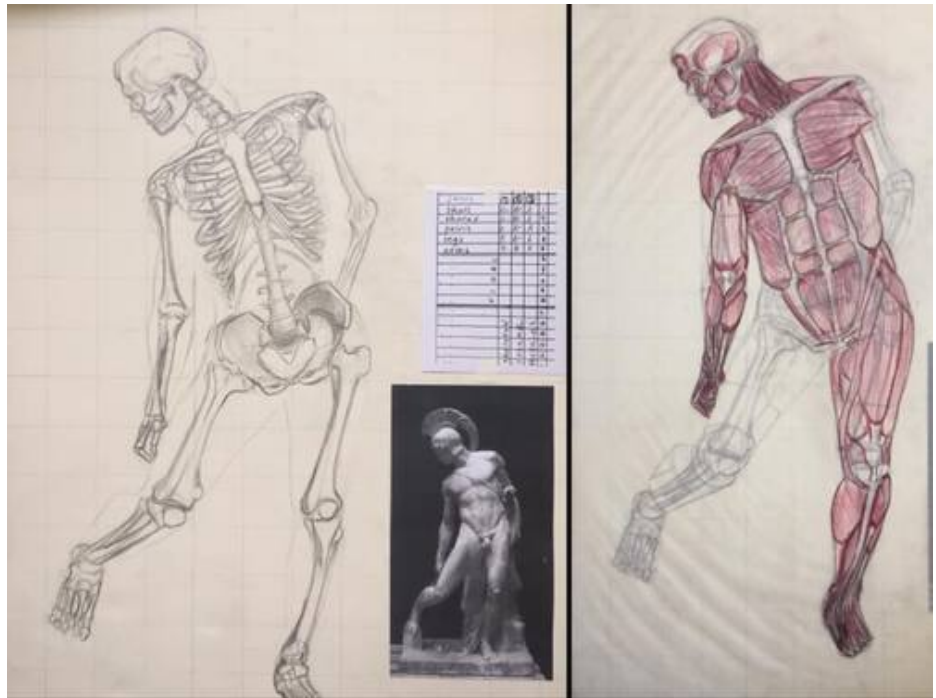
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Roman Body, 2016, graphite and colored pencil, 24x18 inches

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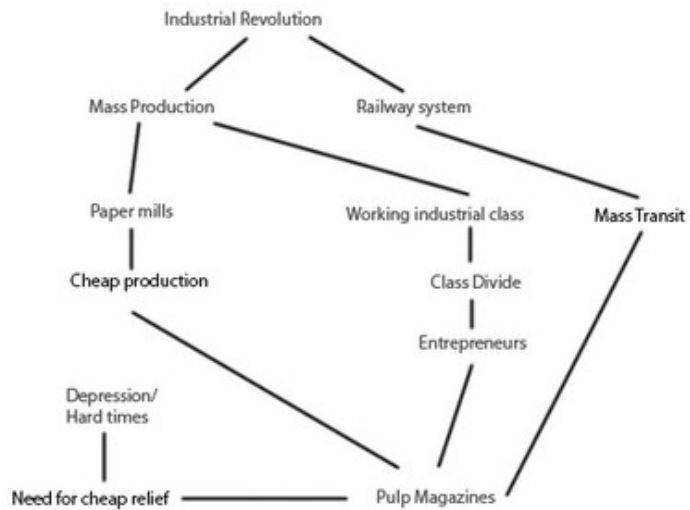
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The focus of my diagram is from my isearch and research topic of pulp magazines. The root of the novelty is engrained in the opportunities that the Industrial Revolution bestowed to the world. The technological advancements in both transport, with the United States railways, and production, with paper mills able to produce a high output of paper, allowed for the pulp magazine to be created physically. It was other aspects of the time that allowed it to become the success that it achieved.

The Industrial Revolution changed how the world worked. Items could be mass produced, which eliminated the craftsman's niches that existed previously. There was no longer a need for a single individual to create anything, when a factory could produce them at a much faster pace. These factories needed people to work them, which birthed the industrial working working class. This class bracket was abused for labor, giving little pay with a great deal of time working. This abuse of authority allowed the rich (owners of factories) to get richer while the poor (workers of factories) remained poor, creating an ever growing class divide. There remained the folks in the middle that didn't work in a factory, nor own a factory, and made their living in other ways, and tended to have a bit thicker wallet than the factory worker. The ones that had money to spare could happily purchase a "Slick" magazine without too much of budgeting investment. The widening gap of wealth left the lower classes dreaming up ways of going from rags to riches, such a man was Frank Munsey.

Munsey saw the opportunity to reach the lower class with works of fiction by creating a magazine that was cheaper than a slick. The Industrial Revolution had opened the door of mass production, and with that came the papermill, which could create various thicknesses and types of paper. Munsey's interest was in the newsprint paper, which was as cheap as it could possibly be, and was at the time, only used for newspapers, which were meant to be read once and thrown out. The cheap production was where Munsey was able to cut corners by not cutting corners (pulp magazines were left untrimmed). Pulp magazines entered the market and attracted readers by their artistically rendered covers and cheap price tag, and the railroad system was able to make the magazines reach widespread audiences.

The timeframe that the pulp fiction fell in couldn't have been better for Munsey, as the depression, and abolition, had sent the United States of America into a bitter time, in great need of cheap relief. The magazine had fantasies inside that could take the reader away from the dismal economic hardships to worlds of sex and adventure.

I believe that although the changes that happened occurred in the Industrial Revolution, that this was actually an evolution, as prior to the pulp fictions there were the slicks, and prior to that there were cheap publications such as penny dreadfuls that circulated in Europe. I see technological advancement as an evolutionary trait as humans create more and make things better, or in other words, follow a modernistic approach.

As technology continued, pulp fictions evolved into comic books after the second world war, and at the end of the twentieth century, with the dawn of the internet, online comics took the stage with easy access to its viewers. Now most recently, they are making their debut in videogames where readers get to choose which way the story goes, and although there are still both physical and online copies of comics, they are still evolving in content as real world events shape what readers can relate to, and becomes an effective form of social commentary while still serving as entertainment. My goal is to be the next link in this chain and contribute to the legacy of storytelling. Birth of the Modern gave me the push to research history to cultivate the future. Prior to this course, I hadn't bothered to look into the past, under the presumption that old meant outdated and unnecessary. Researching this history has aided me in understanding how mass media holds influence in popular culture, and how reacting to current world happenings and social movements can be extremely important in capitalistic success.

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