cartoon american children animation

are influenced by American TV cartoons

Nowadays an average child has a big choice of cartoon channels as Cartoon Network, Nickelodeon, Jetix, 2x2 and others. Consequently, there are about thousand cartoon TV animations there. American cartoon industry started its existence in the 20th century with the opening of Disney studio, which was the first well-known animation studio around the world. (Kevin, 2007). Disney’s cartoons demonstrate kindness, honesty, love of nature and respectful attitude towards other people. Since that time American cartoon industry has a leading role in the cartoon animation history. Despite the success of the Disney cartoon movies, artists and animators from other studios decided to expand the cartoons’ sphere of creation of commercial TV cartoons in order to attract much more audience, hence earn more profit and achieve the highest positions in the world cinema rating. According to Kevin (2007), nowadays there are more than 3 million cartoon movies, which are demonstrated on TV. Their plots contain different varieties of stories, but some time later these stories deviate from Disney cartoon animations by the emersion of violence scenes. However some people claim that American TV cartoons trigger children’s development, I believe that American cartoons can cause aggressive and undesirable behavior. cartoon television american childshould be kept away from American television cartoons, because most of them contain scenes of violence and it can lead to the aggressive behavior. Firstly, there is a huge number of cartoons about fights, fighters, samurais, ninjas such as “Ben10”, “Generator-X”, “Samurai Jack” and others. All of them provide children an assertion that fighting is a way to solve any problem. For example, “Generator-X” is a cartoon about a bully boy, who fights on the streets with strangers, in order to prove his physical power and flying abilities. Another example is a cartoon movie “Ben10”: the main character is a positive hero, because he saves the world from space monsters, but notwithstanding the animation persuades children to fight with everyone who constitutes a menace and rude behavior. (Brocato, 2010). According to Brocato’s research, children act more violently while they see violence in their routine, especially in adorable TV cartoons. He also mentions that children get addicted to TV cartoons, and perhaps somehow because the reality for them seems to be boring they cannot find any other interest in anything but cartoons. Moreover, such kinds of cartoons demonstrate inappropriate actions of a real life with a touch of aggression. For instance, in many episodes of any TV cartoon has a scene of falling the character from the roof or the upper floor, and then this person accurately stands up likewise the falling was not mortal. However, in the real life such actions may lead to the death. Therefore, these episodes are shown as a humorous part, that is why children’ sense of humor may have aggressive motives. As an example, we can review some scenes from the cartoon “Tom and Jerry”. This cartoon TV animation contains both violence and callousness. During the screening of a series cat Tom wants to kill and then eat a little mouse by using poison, death traps and weapons, while this mouse Jerry mocks Tom by throwing heavy things, setting fire to the tail or asking for a help big angry dog to beat Tom. (Abrams, 1984). All these violent actions are excuses to have fun for children. Accordingly, they can repeat such examples in their daily routine by utilizing aggressive jokes to other children.should not watch American TV cartoons, because they may imitate negative or mindless characters from cartoons. First of all, imitation is one of the most crucial part of children’s development. (Richard, 1996). Every cartoon has positive and negative characters. In many cases children prefer the conserve heroes, because animators demonstrate them as strong, rich, cunning and elusive persons. (Abrams, 1984). For example, negative heroes from “Adventure Time” or “Avatar Aang” are famous people with a great treasure and magic power. Furthermore, children infer such characters as the most interesting heroes in the cartoon animation. As an example of negative impacts from sinister characters, we should consider the story about one young man, who killed 12 people on premiere of a movie “Batman” and named such bloody action as “a revenge of Joker”. Namely, Joker is a villain of a TV cartoon “Batman”, who was arrested by a positive hero. Consequently, that young man was influenced by TV cartoon for many years and he imitated his favorite character by a murder. (Johnson, 2012). Moreover, there are a lot of TV cartoons, where American children mock the weak, well-fed people for having fun. Hence, the number of violence and domination over weak children increased, because examples from TV allow other children to imitate them. (Brocato, 2010). Also, children convene characters, who are mindless with unwanted behavior. Such characters cause the laugh and fun from children. Therefore, young viewers get the desire to imitate mindless characters like Patrick from “SpongeBob SquarPants” in order to attract other children and have a reputation of a funny person. For instance, Patrick is a silly and lazy character, who forgets about everything in a second and lies in the chair, watching TV programs for all the time. Surely, children would copy such behavior. the other hand, some American TV cartoons are cognitive for children by their bright colors for imagination and logical plots for mind activity. The US cotton industry is trying not to forget about the youngest customers in order to have demand in every age bracket. For instance, Nickelodeon studio, which is based on commercial TV cartoons, release several television animations for children age from several months to 4 years as “Dora the Explorer”, “Go, Diego!” and “Bubble Guppies”. Such cartoons absolutely have neither hint nor suggestion of violence. The main idea of these television cartoons is the first steps in the progress of a child’s development. There are several benefits like learning numbers and letters from basic steps, improving language skills, working on attention and memory, teaching new songs, and moreover, light physical charge. The cartoons, which were mentioned before, have a high quality of animation by utilizing new technologies as adding computer graphics. The bright colors, beautiful main characters and lovely view of nature may trigger children to be more creative and observant. Nickelodeon studio made the first adventure cognitive multiplication “Dora the Explorer”, which plot has logical puzzles and missions. For instance, little girl Dora wants to find a rare plant in the forest and she asks a young viewer to help her. Dora’s friends give hints how to achieve her aims and the child, who is a direct participant, helps Dora with obvious tasks as a member of an adventure. Children are intrigued in adventures that contain brainstorming assignments and it stimulates children to train their minds.American cartoon industry has an empirical history, the emersion of commercial TV cartoons changed the good old cartoons with exemplary plots on the new meaningless animations. Unfortunately children of the modern generation could be influenced by negative characters, who are the causes of aggressive and strange behavior. Despite some cognitive educational TV cartoons, the number of undesirable cartoons are still increasing. Reasons against American television cartoons, which are demonstrated above, could help some children to be not influenced by such animations.

**References**

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