

A score of 1 indicated absence of the item in the scene. At the other end of the scale, a score of 5 indicated high emphasis on the item. Cronbach's alpha, the measure of reliability of the 6 scale items, was 0.8 for the 107 cases -- indicating a high level of consistency between the items used together. The raw scores were used in constructing a general measures of legitimacy for each program. This score, we call "Average Score of Legitimacy", averages the scores on each of the items for each scene and across all of the scenes in the particular program. Thus, the result is a score that logically varies between 1 (no legitimacy) and 5 (full legitimacy).

Figure 1 shows that the relationship between legitimacy and number of violent scenes is not linear. Some episodes had relatively low legitimacy and few violent scenes; some episodes, however, had higher scores of legitimacy with similarly few violent scenes. Four programs that had considerably high number of violent scenes (Mandela, Tibet, and two Sarajevo episodes), were in the middle of our legitimacy ranking, with almost identical scores.

On the whole, the 15 Frontline episodes which contained violence had a high level of legitimacy (an average of 3.2). Episodes that dealt with foreign issues had a higher level of average legitimacy (3.4) than of those with domestic topics (3.1).

While comparable data from commercial networks are not yet ready for analysis, on the basis of what we know from existing CI database, these scores imply a more socially responsible depiction of violence in Frontline than the networks. In the commercial network programs, the long term consequences of violence are often absent, and violence is mostly sugar-coated.

This page is updated following the  
update of Figure-1.

VIO TABLE excel

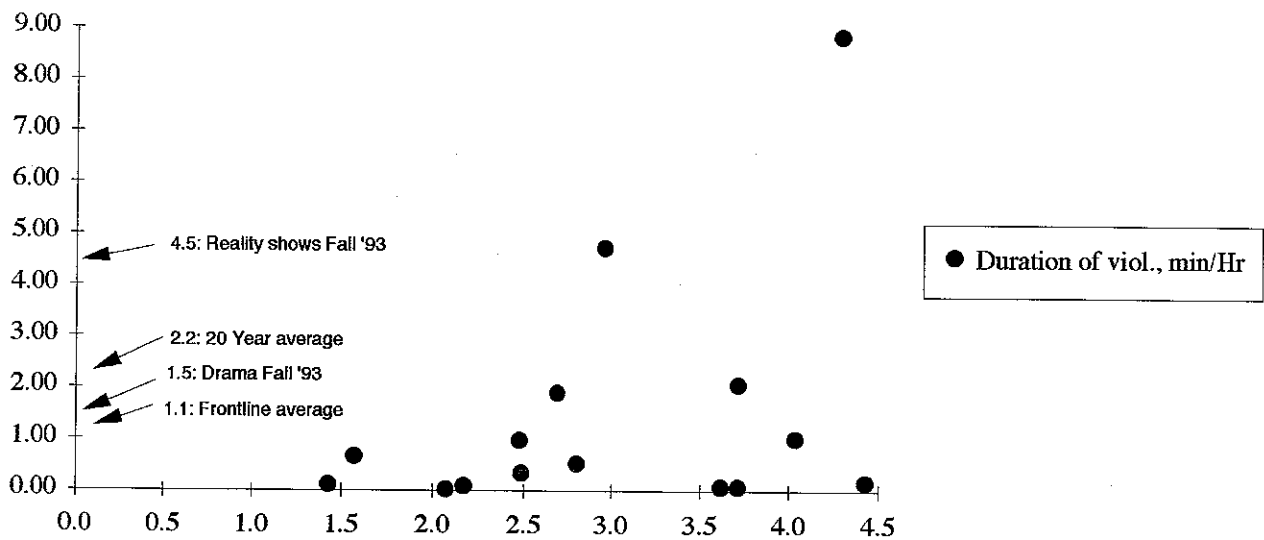
CONSEQUENCES, GRAPHICNESS, AND JUSTIFICATION OF VIOLENCE  
IN 15 FRONTLINE EPISODES

PGMTITLE	PHYS	PSY	COMIC	GRAPHIC	SPECTAC	FATAL	LONGTER	JUSTIFIE	IMMORAI	TOTAL	LEGIT9	LEGIT7
1 GM	1.5	1.5	3.0	1.0	2.0	1.0	1.5	2.5	1.0	2.0	1.6	1.6
3 HAITI	5.0	5.0	1.0	4.5	3.3	4.8	3.8	1.0	4.8	3.4	4.0	4.0
4 OSWALD	4.3	3.7	1.0	3.7	2.3	3.7	3.7	2.3	3.7	3.3	3.6	3.6
6 MADNESS	5.0	3.0	1.0	2.0	2.0	5.0	3.0	1.0	5.0	3.6	3.7	3.7
7 DIAMOND	3.0	1.6	2.0	2.2	2.4	2.4	2.0	1.6	3.8	2.5	2.5	2.5
9 TIBET	3.2	1.0	1.0	2.8	1.4	1.4	1.7	1.0	5.0	2.6	2.5	2.5
10 SARAJEV1	3.8	1.3	1.0	2.5	1.0	2.8	1.3	1.8	3.8	2.8	2.7	2.7
11 STANFORD	2.0	1.2	1.4	1.4	1.2	1.0	1.4	3.0	3.0	2.5	2.2	2.2
13 MANDELA	3.4	2.0	1.0	2.4	2.7	3.4	1.2	2.3	3.2	2.7	2.8	2.8
14 RUSSIA	4.0	4.0	1.2	4.4	4.6	3.8	4.2	3.0	3.2	3.0	3.7	3.7
15 SARAJEV2	3.7	2.5	1.0	2.6	1.6	2.5	2.1	2.4	3.6	2.9	3.0	3.0
17 MEXICO	2.0	1.0	2.5	1.0	1.0	1.0	1.0	1.5	1.0	2.0	1.4	1.4
18 EVAN	1.5	1.5	1.0	1.0	2.0	1.0	1.0	2.5	3.0	2.4	2.1	2.1
19 BOMBFAC	5.0	5.0	1.0	1.0	1.0	5.0	5.0	2.0	5.0	4.3	4.4	4.4
20 BADGE	5.0	5.0	1.0	5.0	5.0	5.0	5.0	5.0	1.0	3.3	4.3	4.3
MEAN=	3.5	2.6	1.3	2.5	2.2	2.9	2.5	2.2	3.3	2.9	3.0	3.0

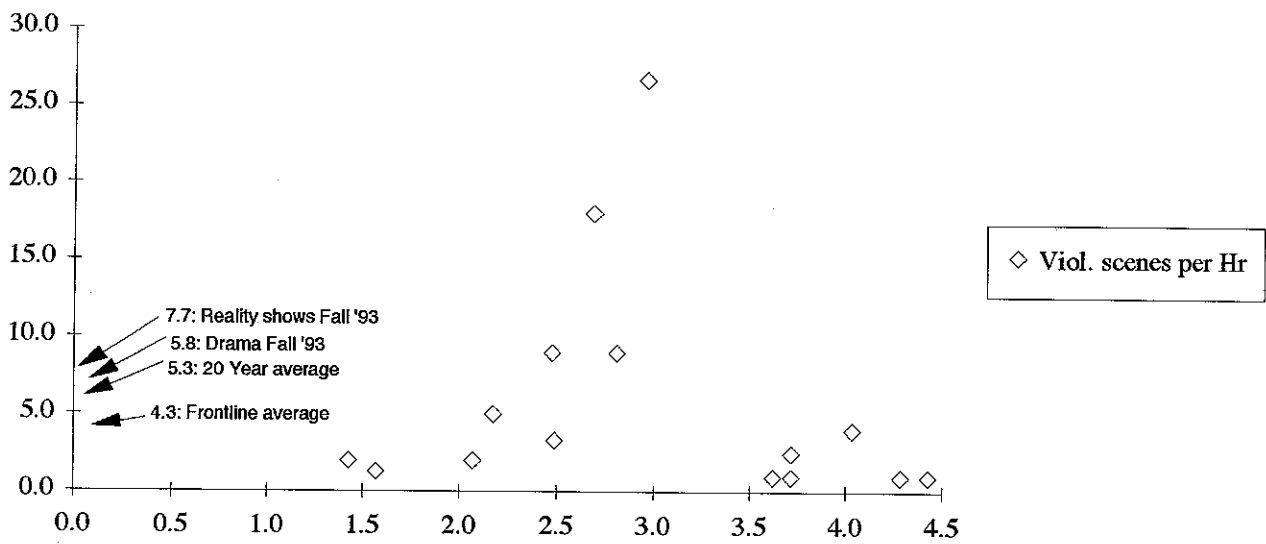
CROSS PLOT  
 LEGIT9 & LEGIT7  
 WITH NVAHR & DURVAHR

" VIOCONDP.JYS1 "

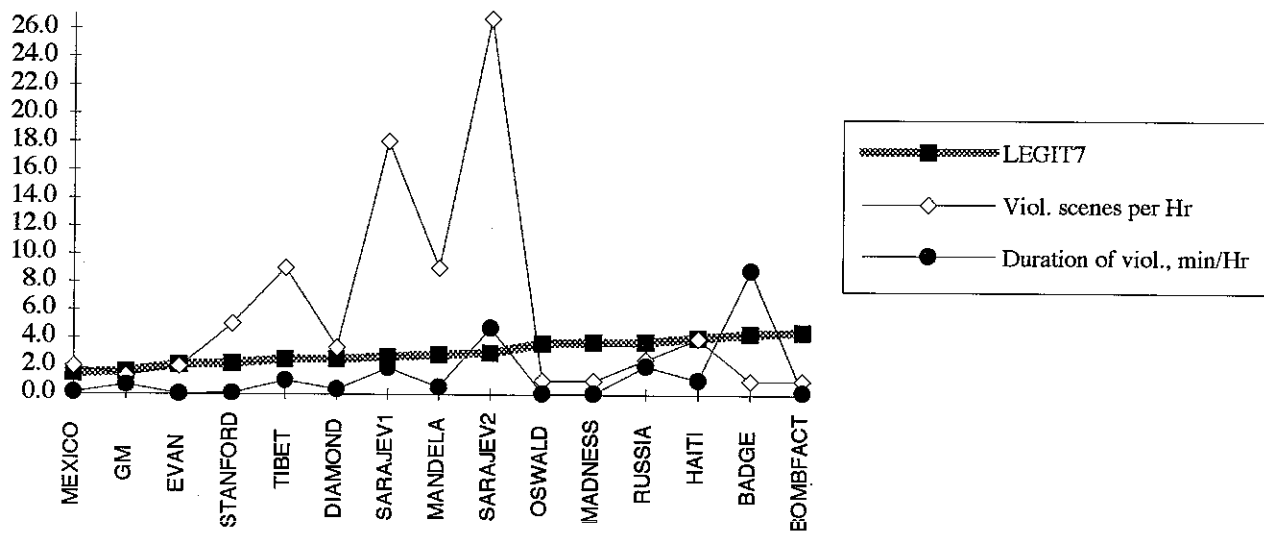
**Plot of Duration of Violent scene with Legitimacy Score (computed from 7 items)**



**Plot of the Number of Violent Scenes per Hour with Legitimacy Score  
(computed from 7 items)**



**Legitimacy scores (computed from 7 items); Number of violent scenes;  
Duration of violent scene in Frontline**



Legitimacy scores (computed from 7 items)

