**ENGL 1302 Research Position Outline Assignment**

*Instructions*: Organize your claims and supporting evidence for the argument of your researched position paper. Complete each chart with information from your “moving from subject to thesis statement” worksheet and “BEAM worksheet” in order to plot what you need to discuss in each section of your essay.

*Section 1: Introduction*

A. Provide relevant Information (with citations) on Topic to Set up Research Question:

| **Topical**  **Information** | **Video games both have negative and positive effects on people.** |
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B. Describe Research Question as a Statement of Uncertainty, Doubt, or a Gap in Knowledge:

| **Research**  **Question** | **Does playing video games as adults and youths have a negative or positive effect on their mind, health and appearance?** |
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C. Identify your (arguable) Answer to the Research Question, your Thesis Statement:

| **Thesis**  **Statement** | *Possible Scripts*: This paper argues that [assertion] because [reason]. *Or* This paper argues that [reason]. Therefore, [assertion].  This Paper argues weather if video games have pros and cons to playing them because most of the young population plays them for hours on end. |
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*Section 2: Body Paragraphs*

**Sub-Claim A**

A. Describe the main point for **section #1**, a sub-claim that helps you prove your thesis statement:

| **Sub-Claim 1** | **The negative side of playing violent video games. How can it change a person?** |
| --- | --- |

B. List paraphrases / quotations + citations from your sources as best evidence supporting the point you are making in this section:

| **Quoted /**  **Paraphrased Evidence 1** | *Possible script*: As [scholar last name] explains, …. (#).  “One possible contributing factor is violent video games. Harris and Klebold enjoyed playing the bloody, shoot-'em-up video game Doom, a game licensed by the U.S. military to train soldiers to effectively kill.”(772)  “You’re not just watching the characters  on screen; you’re becoming those characters.”(151)  “It is not hard to ‘‘link’’ video game playing with violent acts if one wishes to do so, as one video game playing prevalence study indicated that 98.7% of adolescents play video games to some degree.”(310) |
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C. Describe how each piece of evidence supports the main idea for sub-claim 1:

| **Explanation 1** | **The more video games expose the more angry a person will become and how it affects them mentally and socially.** |
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**Sub-Claim B**

A. Describe the main point for **section #2**, a sub-claim that helps you prove your thesis statement:

| **Sub-Claim 2** | **The negatives of playing video games as children.** |
| --- | --- |

B. List paraphrases / quotations + citations your sources as best evidence supporting the point you are making in this section:

| **Quoted /**  **Paraphrased Evidence 2** | **“Adolescent boys who look to the mass media for role models will find plenty of tough male warriors who solve problems using aggression, show no remorse for their aggressive actions, and are rarely punished for behaving aggressively.”(1038)**  **“violent video games might prime immediate aggressive behaviors and make them more accessible and appealing to children over time.”(463)** |
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C. Describe how each piece of evidence supports the main idea for sub-claim 2:

| **Explanation 2** | **The more violent video games a child plays the more they will become aggressive and how it can affect them in school and development.** |
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**Sub-Claim C**

A. Describe the main point for **section #3**, a sub-claim that helps you prove your thesis statement:

| **Sub-Claim 3** | **The Positives of playing video games.** |
| --- | --- |

B. List paraphrases / quotations + citations from your sources as best evidence supporting the point you are making in this section:

| **Quoted /**  **Paraphrased Evidence 3** | **“Increase probability of mathematics proficiency, have been reported in the literature.”(98)**  **“Technological advances may offer viable alternatives to traditional exercise programmes, for example, through game- based interventions.”(1229)**  **“Cooperative video game play is characterized by goals that are positively linked in that one player only attains her/his goals when other players also attain their goals. The present research addresses whether playing a video game cooperatively in a team (relative to single play) increases subsequent cooperative behavior in a mixed-motive social dilemma.”(224)** |
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C. Describe how each piece of evidence supports the main idea for sub-claim 3:

| **Explanation 3** | **As there are negatives, the positives of playing video games can include better communication with a team, higher iq, and all around fun.** |
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**Sub-Claim D**

A. Describe the main point for **section #4**, a sub-claim that helps you prove your thesis statement:

| **Sub-Claim 4** | **This paragraph will include more positive ways of playing video games but for people with cerebral palsy and ect.** |
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B. List paraphrases / quotations + citations from your sources as best evidence supporting the point you are making in this section:

| **Quoted /**  **Paraphrased Evidence 4** | **“Audience reached, with 92% of American children playing video games.”(75)**  **“After Nintendo (Nintendo, Kyoto, Japan) launched the Wii game console and Wii balance board an ICP system, many benefits of this system were noted.14 It is a relatively low-cost system and provides an opportunity for people with disability to train their balance in an enjoyable way.”(1044)** |
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C. Describe how each piece of evidence supports the main idea for sub-claim 4:

| **Explanation 4** | **People with cerebral palsy can play video games because of a game called “Nintendo Wii Fit”.** |
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*Section 3: Conclusion*

A. Reiterate thesis statement:

| **Thesis**  **Statement** | *Possible Script*: As this paper has shown, [reason]. Therefore, [assertion]. *Or* As this paper has shown, [assertion] because [reason].  This paper has shown the importance of what video games can do to a person's body and mind. Video games have been around for a long time and have been known as fun ways to play with friends or just relax. People take playing video games serious nowadays so that is why researchers looked for pros and cons in playing video games. |
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B. Addresses the significance of your argument:

| **Importance** | **The importance of this is to see what research and effects have with adults and young people do mentally and physically while playing video games.** |
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C. Describe what readers should do with this knowledge:

| **Implications** | **Readers should take this information and have limitations to what they do and play while playing video games.** |
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