

George,

I really like the changes you made to this draft of your essay. The argument here is nuanced and sophisticated.

This essay would have been stronger if it had tried to embody the panic of your opposition and a more emotional building bridges appeal at the beginning of the paper.

Great job!

Let me know if you have any questions.

Framing & Rhetorical Effectiveness	19 of 20
5pts and Naysayer and Building Bridges	33 of 35
In-text Citations	10 of 10
5 sources/credibility & Works Cited	15 of 15
Grammar/Style/Formatting	10 of 10
Improvement	10 of 10
Final Grade	97 of 100 A

Dan

George Pappas

Inst. Dan Portincaso

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MLA Persuasive Essay

Many people all over the world play violent video games and have never committed a violent crime. In fact, most video games are violent and most of the people who play them are not. Video games are just like any other type of entertainment like movie, music, or even pictures. Violent video games do not cause people to commit violent crimes.

Everyday people, no matter how old they are, have the choice to play violent video games. Playing a video game can be compared to watching a movie; the viewer usually follows a storyline and keeps progressing to see what happens next. In some video games the player has the control, he or she can make the choices depending on the game. An open world game (a game where the player can move freely through the virtual world as opposed to other games that have a more linear structure to their gameplay) has the most freedom but also tends to have the most violence because the player can be violent however and whenever he or she wants (Whitehead). However, this type of gameplay also happens to be one of the bestselling kind. “More than 90 percent of American kids play video games. The number might be as high as 99 percent of boys and 94 percent of girls. [...] according to the Entertainment Software Association (ESA), 58 percent of all Americans play video games, and nearly half of Americans over 50 play” (Barclay).

One of the most popular open world video games is *Grand Theft Auto 5* (GTA5), this game also happens to be one of the most well-known games for violence. The game released on

September 17, 2013, and sold over 1 billion dollars in the first 3 days of release. This was completely underestimated as analysts thought GTA5 would earn one billion in its first month of release; it in fact earned a billion much sooner (Hatfield; “The best open world games”). The game was played by so many people in the last console generation that GTA5 has been rereleased on the next generation consoles which are Xbox One and PlayStation 4 with increased graphics and new game modes (“Grand Theft Auto V Release Dates”). This increase in graphics was one of the big selling points of *Grand Theft Auto 5*’s rerelease on new generation consoles. Even with the enhanced graphics, it had no change to the steadily decreasing in the crime rate. The graphics of the game or how good the game looks does not factor in to how violent the player is. “During each new generation of game consoles there has not been a noticeable change in violence.

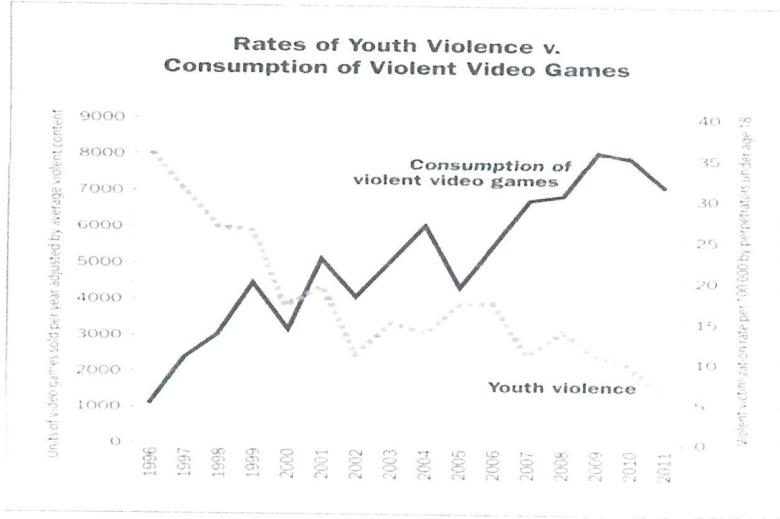
Additionally, research in laboratories has not found that more ‘realistic’ graphics have bigger effects of even mundane acts of aggression” (Makuch).

Because of the growing popularity of video games and violent video games in teens and young adults, video games can easily be accused as being the motive to a violent criminal act performed in the real world (Makuch). One of the most well-known examples of a person committing a violent crime and having the motive blamed on video games is Sandy Hook. “He [Adam Lanza] also had a POV video game called School Shooter that allows the player to gun down students with gruesome results. In the game, the shooter wears fingerless black gloves, just like Dylan Klebold did at the Columbine High School massacre that the report says Lanza was fixated on” (Daly). When people heard this on the news they immediately blamed violent video games as the cause for this horrible act of violence. What some people decided to ignore is that the shooter, Adam Lanza, was also reported to have mental illnesses that he refused to take medication for, stated in Daly’s article:

His school issues related to his identified emotional and/or Pervasive Developmental Disorder (PDD) behaviors. His high level of anxiety, Asperger's characteristics, Obsessive Compulsive Disorder (OCD) concerns and sensory issues all impacted his performance to a significant degree, limiting participation in an education curriculum. Tutoring and medication were recommended. He refused to take suggested medication and did not engage in suggested behavior.

This incident is one example of how many people who are not accustomed to playing violent video games may be tricked into believing that violent video games are the motive to violent crimes.

Understanding that safety is a number one priority to many people in America, “[...] President Obama granted the Centers for Disease Control and Prevention a budget of \$10 million to study the relationship between media violence and real-world violence” (Glynn). This caused many studies to be taken place, many of which found no relationship between violent crimes and violent videogames. “An implication consistent with these findings would be that crime, especially violent crime, would increase in areas where gaming has become more popular. Instead, across all specifications, I found a negative relationship with a proxy for increased video game play” (Ward). A real-world example of this would be the countries of the Netherlands and South Korea. These two nations experience much less violence when compared to America and “[...] consume more video games per capita than the U.S. [...]” (Glynn). Furthermore, another study showed that there was an inverse relationship between violent video games and violent crimes. This means as the consumption of violent video games increased, youth violence decreased; shown in a graph found Glynn’s article below:



In fact, “Though video game sales have skyrocketed, youth violence has plummeted to its lowest levels in 40 years [...]” (Glynn).

The study also suggests that violent video games may also work as an escape to real world problems, thus releasing the stress that many people around the world collect throughout the day. Instead of being in a bad mood all day, the stressed and irritated individual can relax and unwind by playing a video game and escaping everyday stresses; thus creating somewhat of a therapeutic aspect to video game entertainment (Glynn). In opposition of this statement, it is not uncommon that playing video games makes the player angry when something does not go as planned or the player is failing at a mission of some sort; this very well causes aggression during this period (Glynn). However, the study states that “carried out another notable study on this alleged relationship and found that even though violent video game and movie consumption was increasing at the time, societal violence was not” (Glynn).

Some of the individuals who have done research on the subject of violent video games causing violent crimes suggest that people blame videogames because it is unfamiliar to them (Glynn). If something is not easily understood by an individual, it can easily be misinterpreted. This has happened multiple times in the past and will likely keep occurring as time goes on and

new things develop. “In the late 1940s parents around the world read all about the evils of watching TV, and how it could lead to the mental paralysis of children, while the 1950s saw comic books being blamed for juvenile delinquency” (Glynn). Someone with little exposure to video games may stumble upon a very violent video of an action that can be done in a video game, at that moment, that person will always relate video games to violence. It is true that some of the things a player can do in a video game are bad and it may be even worse if a person sees an action out of context. However, it is proven in Glynn’s article even a senseless first person shooter game increases a person’s awareness, allows the player to “[...] allocate their attentional resources more efficiently [...]” and “[...] regularly promotes complex social relationships, where virtual progression and teamwork [...]”; this combination of senses to the brain, Glynn says, is unlike any other type of media and cannot be rivaled. The research also suggests that gaming helps an individual in his or her career, “The furiously paced environment of gaming demands very real, split-second decision making abilities, much like the fast paced, modern day work environment” (Glynn). Once the negative connotation about video games start to diminish, it may be possible that games will be used for their cognitive, motivational, and emotional benefits.

As stated, the research reveals that playing video games, even violent video games, helps in a person’s career and everyday life; however, even though violent video games are proven not to cause violence, it is still understandable that parents do not want their children to be exposed to violent and criminal acts. For this and other reasons, publishers attach a rating to the video games they create; this is known as a ESRB rating. The Entertainment Software Rating Board (ESRB) is a non-profit company with the goal of assigning a rating to every game and app depending on the contents in the game or app. They rate video games like how they rate movies

but range from Early Childhood to Adult Only. This rating system is used for every video game no matter how popular. Everywhere men/women go to buy a video game, the retailer is required to warn the buyer about the content in the game. The ESRB tag on each game also states why the game is rated accordingly. So for parents concerned what their kids are playing, they should check the back of the game case or online and look the ESRB rating that game was given (“About ESRB”).

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