**ADVANTAGES AND DISADVANTAGES**

1. **EXAMPLE**
2. Some people regard video games as harmless fun, or even as a useful educational tool. Others, however, believe that videos games are having an **adverse effect** on the people who play them.

In your opinion, do the drawbacks of video games **outweigh** the benefits?

1. **STRUCTURE OF THE ESSAY**

This essay is easy to structure for every question you can always structure it as follows:

Paragraph 1: Introduction

Paragraph 2: the idea you disagree (the weaker side) (it can be either advantages or disadvantages)

Paragraph 3: the idea you agree (the stronger side) (it can be either advantages or disadvantages)

Paragraph 4: Conclusion

1. **TEMPLATE**
2. Template 1:
3. Introduction: **It is believed that** paraphrase đề. ***While I accept that*** *trend/ concept* **has some positive effects/ harmful impacts*,*** I believe that it is more likely to have a number of **harmful impacts/** **positive effects**
4. Body:

* Body 1: **On the one hand,** **the concept** **is beneficial/ disadvantageous in some ways.** **One of the first benefits/ drawbacks is that** thuận lợi/ bất lợi 1. Ý lập luận. **Another benefit/ drawback would be that** thuận lợi/ bất lợi 2. Ý lập luận
* Body 2:

Phân tích bất lợi: **On the other hand, I would argue that these benefits are outweighed by the drawbacks.**

Phân tích thuận lợi nhiều hơn: **On the other hand, I would argue that these drawbacks are outweighed by the benefits.**

**First and foremost,** thuận lợi/ bất lợi 1. Ý lập luận. **In addition,** thuận lợi/ bất lợi 2. Ý lập luận.

1. Conclusion:

**Bất lợi nhiều hơn: In conclusion, it seems to me that the potential dangers of** chủ đề của bài **are more significant than the possible benefits.**

**Thuận lợi nhiều hơn: In conclusion, it seems to me that the potential benefits of** chủ đềcủa bài **are more significant than the possible disadvantages.**

1. Sample

**Some people regard video games as harmless fun, or even as a useful educational tool. Others, however, believe that videos games are having an adverse effect on the people who play them. In your opinion, do the drawbacks of video games outweigh the benefits?**

***It is true that*** m*any people, and children in particular, enjoy playing computer games.* ***While I accept that*** *these games can sometimes* ***have a positive effect on*** *users,* ***I believe that they are more likely to have a harmful impact****.*

***On the one hand****, video games are* ***beneficial in some ways****. They can be both entertaining and educational. Users, or gamers, are transported into virtual worlds which are often more exciting and engaging than real-life pastimes. From an educational perspective, these games encourage imagination and creativity, as well as concentration, logical thinking and problem solving, all of which are useful skills outside the gaming context.* ***Furthermore****, it has been shown that computer simulation games can improve users' motor skills and help to prepare them for real-world tasks, such as flying a plane.*

***However, I would argue that these benefits are outweighed by the drawbacks****. Gaming can be highly addictive because users are constantly given scores, new targets and frequent rewards to keep them playing. Many children now spend hours each day trying to progress through the levels of a game or to get a higher score than their friends. This type of addiction can have effects ranging from lack of sleep to problems at school, when homework is sacrificed for a few more hours on the computer or console. The rise in obesity in recent years has also been linked in part to the sedentary lifestyle and lack of exercise that often accompany gaming addiction.*

***In conclusion, it seems to me that the potential dangers of video games are more significant than the possible benefits.***