Argument Essay Outline

1. **Introduction**:

*Hook*:

*Thesis*: Many children today are surrounded by video games of all genres that impact their life in less ways compared to the other effects like family and social variables which are more influential factors to violence.

1. **Body**:

*Evidence 2(2nd Strongest):* Whitney DeCamp states that, “As Markey et al. (2015) detail, such claims are not limited to politicians, as some scholars also have references mass shootings or claimed that the effects of violent video games on violence are similar to the effects of smoking on contracting lung cancer. Despite this, youth violence rates have steadily plummeted, even as violent video game consumption rates have soared (Ferguson 2015a). Other studies (Cunningham et al. 2016; Markey et al. 2015) have indicated that the release of popular violent video games is associated with immediate declines in societal violence. As such, these claims of video game violence being connected to real-life violence are not supported using aggregate crime data” (388-389).

*Narrative*:

*Evidence 9(Weakest)*:

*Refutation*: At U.S. Senator Hillary Clinton’s press conference focusing on the youth’s risk of violent video games, she states, “It is almost routine in popular games for players to spray other people with Uzis, to drive over pedestrians, to kill police officers, to attack Women, and in some cases even to engage in cannibalism… According to the most comprehensive statistical analysis yet conducted, violent video games increase aggressive behavior as much as lead exposure decreases children’s IQ scores… Everybody knows lead poisoning is bad for children, well I want everybody to know that exposure to violent video games is also bad for your children” (99-100, Markey).

*Evidence 1(Strongest)*:Whitney DeCamp states that, “Models examining video game play and violence-related outcomes without any controls tended to return small, but statistically significant relationships between violent games and violence-related outcomes. However, once other predictors were included in the models and once propensity scores were used to control for an underlying propensity for choosing or being allowed to play video games, these relationships vanished, became inverse, or were reduced to trivial effect sizes. These results offer further support to the conclusion that video game violence is not a meaningful predictor of youth and violence and, instead, support the conclusion that family and social variables are more influential factors” (388).

1. **Conclusion**: