

Topic 146	Do you agree or disagree with the following statement? Playing games teaches us about life. Use specific reasons and examples to support your answer.
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1. Brainstorming
<ul style="list-style-type: none"> ● Agree <ul style="list-style-type: none"> - teamwork - effort - adversity - failure ● Disagree <ul style="list-style-type: none"> - just a virtual place (metaverse) - just for entertainment - can harm life
2. Outlining
<ul style="list-style-type: none"> ● Introduction <ul style="list-style-type: none"> - good entertainment - good prospects on several aspects - Opinion: Agree ● Body <ol style="list-style-type: none"> 1. teamwork <ul style="list-style-type: none"> - sports games: strong reliance with teammates - battle games: relationships 2. effort <ul style="list-style-type: none"> - proficiency towards the game - shooting games: require skillfulness 3. confront adversity <ul style="list-style-type: none"> - defeat: feel enraged - repeat this: no more mad about losing ● Conclusion <ul style="list-style-type: none"> - purpose: learn something meaningful

3. Essay Writing

Nowadays, games are receiving people's attention and expectations that they can eventually escape from their life boredom. These games, though, are adversely affecting innocent players to get addicted to the game. However, there have been some prospects that playing games isn't always harmful to people's mental, physical, and habitual aspects. As far as I am concerned, games are educational enough to teach people about life, as listed below.

First of all, games remind players that they cannot survive from the modern and the future society alone. Although there might be complaints that games aren't that profound, it's true that teamwork is one of the most meaningful lessons to learn from playing game. In reality, nearly every game existing today requires cooperation with the others. For instance, teamwork and strong reliance upon each others are vital for gaining complete victory in sports game. In addition, battle games require amicable relationships with other players in same group in order to survive from merciless battlefield.

Second of all, players get to learn that 'Effort never betrays you'. No matter what contents of the game are, they require a lot of effort to reach the peak of proficiency towards the game. FPS(First Person Shooting) games would be a good example for this, whose victory is mostly determined by the person's skillfulness.

Lastly, the way to confront adversity and failure is also a good lesson from playing games. In spite of the fact that game exists for a method to escape from boredom of their lives, they don't always feel fun and happy while enjoying such entertainments. They experience at least once of defeat during the game, and majority of them get enraged at themselves. However, if this process repeats numerous times, those who couldn't control their rage at the first time eventually feel like they have no regard for their defeat. In other words, they just ignore the result of the game since they already got used to losing.

In summary, games actually contain a number of factors to learn important

morals about life, such as significance of teamwork, endeavor, and attitude towards negativeness. From now on, the purpose for playing games is not just to enjoy the time with joy, but also to learn something meaningful for the future life.

4. Speaking

While there are a lot of arguments on whether games are helpful for life or not, I strongly agree with the former opinion that games can teach us about life.

First of all, players are able to learn the importance of teamwork with others. Majority of games employ team mode. For example, players must cooperate with their teammates to gain victory in sports games, while they are required to form relationships in order to survive in battle games.

Second of all, it also provide chances for players to learn how to confront adversity. While playing games, they get to lose the game at least once. They usually get enraged at themselves for merely losing one round. However, by repeating this, they realize that losing a game is not a big deal.