

1. General instruction

In this task you are given a topic and evidence candidates for the topic. Consider each candidate independently. For each candidate please select **Accept** if and only if it satisfies ALL the following criteria:

1. The candidate clearly supports or clearly contests the given topic. A candidate that merely provides neutral information related to the topic should not be accepted.
2. The candidate represents a coherent, stand-alone statement, that one can articulate (nearly) “as is” while discussing the topic, with no need to change/remove/add more than two words.
3. The candidate represents valuable evidence to convince one to support or contest the topic. Namely, it is not merely a belief or merely a claim, rather it provides an indication whether a belief or a claim is true.

Note, if you are unfamiliar with the topic, please briefly read about it in a relevant data source like [Wikipedia](#).

2. Examples

The following examples outline several candidates along with their suggested annotations; please read **all** these examples before performing the task.

Topic: Banning the sale of violent video games to minors.

Example 1

The research clearly suggests that, among other risk factors, exposure to violent video games can lead to aggression and other potentially harmful effects.

Annotation: Accept

Note: even though the text is not explicitly referring to the proposed ‘ban’ policy, it should still be accepted, since highlighting the negative aspects of violent video games can be used to support the suggested ban.

Example 2

A university of Oxford study negates the idea that violent video game content leads to violence.

Annotation: Accept

Note: here as well, even though the proposed ‘ban’ policy is not explicitly mentioned, the text should be accepted since clearly it can be used to contest the suggested ban.

Example 3

There is no reason to suppose that violent video games cause harm to children.

Annotation: Reject

Reason: The candidate states a claim. It does not offer any additional information to convince the reader that this claim is true.

Example 4

The American Psychological Association argues that violent video-game play leads to increased moral sensitivity.

Annotation: Accept

Reason: The candidate states a claim, but the fact that it is raised by an authority figure (organization or human) turns it into a valuable evidence.

Example 5

Kennelly said there is no scientific evidence that violent video games cause “serious harm” in kids such as heightened aggression that would require protection of the law.

Annotation: Accept

Note: If you are not certain whether the speaker is an authority figure or not, you should typically give him/her the benefit of the doubt and consider them as such (in this case the speaker is Matthew F. Kennelly, a United States District Judge). However, if the candidate states a claim and the speaker is only mentioned by he/she/they you should reject it.

Example 6

The issue as “Psychological research confirms that violent video games can increase children's aggression.”

Annotation: Reject

Reason: The candidate does not represent a coherent, stand-alone statement.

Example 7

Some studies have clearly demonstrated that video game violence is leading to serious aggressive behaviour in real life, although other studies have shown the opposite.

Annotation: Reject

Reason: The pro/con stance of the candidate towards the topic is unclear, since the end of the text contradicts its beginning.

Example 8

The Entertainment Software Association reports that 17% of violent video game players are boys under the age of eighteen.

Annotation: Reject

Reason: The candidate states a fact with no clear pro/con stance towards the topic.

Example 9

Studies show that watching violent movies increases aggression amongst youth.

Annotation: Reject

Reason: The candidate is not related to the topic as it discusses violent movies and not violent video games.

Example 10

Another 2001 meta-analyses and a more recent 2009 study focusing specifically on serious aggressive behavior concluded that video game violence is not related to serious aggressive behavior in real life.

Annotation: Accept

Note: Even though the candidate's first word better be omitted to make it a stand-alone statement, this is a minor change which is acceptable.