# Assessment Item 1: Portfolio – *Argument Essay*

## **Outline Plan: Submission date: Before 12 noon (UK time) Friday March 11 2022**

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| **Which ESSAY QUESTION have you chosen to answer?** | **Please put an X in the box for your choice.** |
| **Q1** |  |
| **Q2** | **×** |
| **Q3** |  |

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**Topic: Video game violence increases aggression and leads to violence in the real world. The solution is therefore to ban such games.**

***Introduction***

**Thesis: Glorification of violence caused by increased aggression through video games is one of the acts that should be stopped in society.**

***Body paragraph- 1***

**Topic sentence**: Playing violent video games causes people to be violent in real life.

* **Detail 1**: Games like GTA increases the susceptibility to antisocial behaviors (Griffiths, 2015).
* **Detail 2**: Playing of violent video games has a contagious impact on aggression Greitemeyer, 2019).

***Body paragraph- 2***

**Topic sentence**: Banning violent video games would not be an effective solution.

* **Detail 1**: Increased rates of crimes is negligibly associated with the increased fame of violent video games (Cunningham, Engelstätter & Ward, 2016).
* **Detail 2**: video games have flaws that can be corrected easily by the contributors and producers (Narcisse, 2014).

***Conclusion***

Playing violent video games causes people to be violent in real life. However, I disagree that banning such games is the solution… (Followed by a justified conclusion as indicated in the whole essay.)

**References**

Greitemeyer, T. (2019). The contagious impact of playing violent video games on aggression: Longitudinal evidence. *Aggressive behavior*, *45*(6), 635-642.

Cunningham, S., Engelstätter, B., & Ward, M. R. (2016). Violent video games and violent crime. *Southern Economic Journal*, *82*(4), 1247-1265.

Narcisse, E. (2014, August 27). *The problem with 'The casual cruelty' against women in video games*. Kotaku. Retrieved March 10, 2022, from <https://kotaku.com/the-problem-with-the-casual-cruelty-against-women-in-vi-1626659439>

Griffiths, M. (2015, February 20). *Is there a link between games like GTA and real-life violence?* The Independent. Retrieved March 10, 2022, from <https://www.independent.co.uk/life-style/gadgets-and-tech/gaming/video-game-bans-the-debate-about-guns-gta-and-reallife-violence-10057296.html>