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Electrocute Argumentative essay on computer games Computer games have been popular for decades now and many households have at least one. However it can be seen that playing these games causes social, educational and personal problems of several kinds both to youngsters and society. Firstly, youngsters who spend a great deal of time In front of a monitor are not studying, playing sport, socializing or learning about life.

The skills which they need In order to interact with others and succeed In the real world are not being nurtured. Moreover, studies have shown that this generation of young males Is actually growing less than previous generations due to lack of exercise. Following from this, they are more likely to be overweight and less healthy, so more prone to diseases such as diabetes. In addition, the games themselves are often quite violent and dangerously sexist.

For example, there are games which show graphic fighting scenes where the most brutal is most applauded. Women are shown as either sexy, but weak, or as improbable amazons. Violence against women is often part of these games which encourages misogynistic behavior. The language tends to be violent and sexist which further adds to the problems of the lack of interaction and social skills. It is easy to imagine the effects of such games on young minds.

If we wish children to row up to become well-adjusted members of society, these games should be more tightly controlled. Argumentative Essay Outline: Introduction: Mobile phones are popular among all the students, however many students play mobile phones games, chat with friends and buy clothing through the mobile phone in the class, it will do a harm to their study , give a wrong trade direction to the students, and waste lots of money.