

Video games and violence



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Task: Video Games and Violence “ The Effect of Video Games on Feelings of Aggression” Summary The indicates that the effects of video games on children is controversial; hence, needs through examination. Importantly, he notes that most scholars have explored the subject but have realized inconsistency results leading to confusion. The study sought to examine some of these inconsistencies. A tactical method in the research entailed manipulating aggressiveness customary used as dependent variable to act as an independent variable. The study recruited 117 participants, 42 being men and 75 women. The group was set against three games with varying intensities of aggressiveness; the ‘ Tetris’ that was non-aggressive, the ‘ Shareware’ that was moderate and the ‘ Sega Mega’ that was highly aggressive (Scott 123). The study then measured the aggressiveness before and after exposure. The author hypothesized that participants should present a linear increase in aggressiveness after exposure. However, from his study, he notes that there exists no straightforward correlation of the variable and claims that video games may lack influential effects as most scholars account. Indeed, the author observes that we should not generalize the negative effect of such exposures. He also notes that a critical factor to account for when assessing the influence of these games is individual differences (Scott 131).

Examination of the Study

The author uses rational methods in developing an informative and a persuasive piece. Initially, the author’s thesis states that the video games exposure and aggressiveness should have a linear correlation. The author manages to examine his thesis effectively by measuring the group’s aggressiveness under varying backgrounds. Changes in the group

aggressiveness would signify the effect of exposure on individuals (Ferguson 380). It is common knowledge that an increase in figures would support the author's thesis. Tactically, when the figures fail to support study's thesis, the author keenly notes that the games exposure lacks an obvious effect on observed violence. The study's ground is acceptable since the study utilizes practical measures in examining the subject. Apparently, if video games effects on violence, then we expect to realize a significance difference on the group's aggressiveness after exposure.

The study employs reliable and persuasive evidence to prove its position. This is evident in the research's idea of setting the group against games with varying aggressive intensities. As such, we expect to observe maximum aggressiveness when the group is exposed to highly violent video and insignificant aggressiveness influence from video with less violence. Results following such a concept would provide evidence of the effect of video games on violence. Additionally, the research uses convincing rebuttals to critics other studies and justify its position. For instance, the study observes that other studies exploring the subject lack standard precise method of measuring the effect. Rationally, the study adopts a straightforward method of measuring the variables.

The author commits an exception fallacy in his study and conclusions. He assumes that such exposure must have immediate effect on individuals. As such, when results fail to record a significant different, he concludes that such exposures has no effects on the participant's aggressiveness. This assumption is questionable since a single exposure may fail to realize a considerable effect, but the case may change with repeated exposures. Indeed, an attribute that affects habit is best measured with repeated

exposures since developing a habit demands frequent experience (Ferguson 379). Lastly, the author relies heavily on pathos, ethos and logos a practice that has strengthened his argument considerably. He frequently uses logical assumptions and obvious claims that make us identify with his position comfortably.

Works Cited

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