

# [Thesis statement](https://assignbuster.com/thesis-statement-essay-samples/)

[](https://assignbuster.com/)[Linguistics](https://assignbuster.com/essay-subjects/linguistics/), [English](https://assignbuster.com/essay-subjects/linguistics/english/)

Thesis ment Thesis ment: Although playing video games is often blamed for promoting violence among children and distracting them from studying, recent findings show that video games prove to be beneficial for the versatile development of young individuals.   
The following thesis statement is argumentative as far it contains two opposite opinions concerning the topic, which is the influence of video games on children. More specifically, the thesis reflects the fact that there is no accepted consensus in the society as to the possible consequences of playing video games. Subsequently, it is implied that the issue can be regarded from different perspectives since both negative and positive effects of games were detected. However, all available researches and conclusions of authors remain contradictory and mutually exclusive. From one side, video games are said to promote violence and aggressive behavior and a hindrance to academic achievements. From another, video games can be used to promote versatile development.   
While developing an argument, I can support my thesis resorting to the recent scientific articles that uncover the list of positive effects of playing video games. Today, there is a sufficient number of credible research articles that can be used to scientifically back up the given thesis statement. Among the relevant points that should be included can be named promoting cognitive skills, training memory, sensory perception, attention, and spatial resolution. (Granic, Lobel & Engels, 2014) Apart from that, games often demand a high level of logical thinking, and problem-solving as well as can teach one to be goal oriented and persistent. An important argument in this context is explaining that the most important is to use technologies moderately and block negative messages they can contain.   
References   
Granic, I., Lobel, A., & Engels, R. (2014). The benefits of playing video games. Amercian Psychologist, 68(1), 66-78. Retrieved from http://www. apa. org/pubs/journals/releases/amp-a0034857. pdf