

Outline mp4

[Linguistics](#), [English](#)



1. Introductory Points and Thesis ment Introductory points: Previous studies has not been in scholarly terms Thesis: No discernible impact of violent behavior and the linkage to violent video games has been found to exist.

2. Refutation Points

Not all video games promote anti-social behavior. There are games which promote social interaction and in fact interaction and cooperation between players is necessary for successful mission fulfillment.

3. The major points in each body in this essay with(Detail or example) Also, mention which way you use in each body the ((ethos or logos or pathos))

Point 1: Exhaustive research and a series of scientific inquiries have not been able to substantiate such a claim that video games of a violent nature correspond to violent behavior on the part of the individual. Logos is used here to reason that video games does not equate to violence.

Point 2: Behavioral researchers have indicated that the average amount of time spent outdoors among the youth has been on a slow and steady decline over the past few decades. Ethos is used to established credibility on a study that outdoors activity has lessened over the years due to video games.

Point 3: Video games weaken the potential for social engagement and the ability to interact within a real-world context. Individuals are becoming self-absorbed with video games. This a logos approach in explaining that individuals tend to become self-absorb with video games.

Point 4: Video games can lead to videogames addiction which is a disorder

4. Conclusion

Not all video games has a negative impact but in fact there are games that

are beneficial to child. The overall level of playing time that a child should however be monitored so that videogame addiction will not develop.