

Video games speech outline



**ASSIGN
BUSTER**

* Attention grabber/introduction - Slaying dragons, defending your planet from alien invasion, or bouncing on the heads of koopas and saving the same princess who gets caught every time? Sound Familiar? If you're anything like me you have tried all of these. Of course not literally but I'm sure you have all played a video game that has let you do something crazy and exciting you couldn't normally do.

* Can I get a show of hands of anyone who has ever played a video game before or watched someone play one? All of you, I know I have? Video games are a huge entertainment activity for people of all ages. I have done extensive hours of video game playing and research on the effects of video games and people.

* My purpose here today is to inform all of you about the benefits of playing video games and give you reasons why video games aren't as bad as they are portrayed to be.

* You will learn about video games history and relevancy, educational benefits and, health/social benefits. Transition - To begin, video games were not created to consume hours of playing time or to simulate alternative realities, they were created to get people interested in science.

* Need/Problem - The problem today is that everyone thinks that video games are so bad for you and do nothing beneficial for you, where the reality is that in moderation video games can be both healthy and socially beneficial. * Main point #1 - history of video games and evolution to today's standards. Video games were created as a scientific experiment and an

attraction for a science convention. Today's evolution of video games has led to alternate realities and a limitless world.

* Main point #2 - Video games relevancy and practicality today. Video games are a relevant social behavior activity. Video games are beneficial to you in multiple ways.

* Internal Summary - Video games lately have been targeted as a problem however studies show positive results from playing video games. Transition - However, there is a solution... Internal preview - We will take a look at how video games really can be beneficial to you. Solution - Video games in moderation can improve human functions and creativity.

* Main point #1 - Improve health functions in people. * Hand-eye-coordination is improved just as playing actual sports, video games played as children promote learning. * Video games violent or not reduce actual teen violence. * Main Point #2 - social benefits can come from playing video games. * Kids can interact with children too far away to communicate with face to face.

* Children can develop self-esteem and new friends who enjoy the same activities that they do. Internal Summary - So as you can see, the accusations against video games are relatively all false if moderated. * Transition - Now that you know what the actual results of playing video games are, let's take a look at what the future holds for the gamers. Visualization - Video games are a great way to pass time, connect with others who enjoy similar games as you, and meet new friends through networking and similarities.

* Main Point #1 - Video game approval and relevancy. Video games could be incorporated into people's values and parents attention just as normal sports are. Video games are a great past time that are fun for everyone. * Main point #2 - education benefits of video games.

Video games could be incorporated in schools to increase participation and learning in a fun way. Video games promote creativity in kids. Internal Summary - The future outlook and opinion of video games can be changed by sharing the positive benefits of video games in moderation. *Transition - To finish this quest up.

Conclusion - play video games but moderate your playing and enjoy yourself. So far we have learned that video games have a horrible reputation as a past time with no benefits and only consequences, that video games are a healthy past time, and that video games can potentially help people socialize and children learn. I am asking all of you to share this important information about video games that you have learned with others, so that one day video games can be used as a tool for education, social interaction, and fun without all the negative reactions. So pick up your controllers and start your quest!