

## Low Essay

### Video Game Laws

For years a law has been in place to restrict minors from buying M rated games but many argue that age doesn't matter when it comes to video games. For Instance, researchers have come to conclusion that having any type of experience with violent games increases their aggression levels. Therefore, minors shouldn't be able to purchase violent video games because it could potentially affect the growth and prosperity of a teenager.

Temporary fun playing video games can end up causing permanent effects. Seems about right, staring at a screen for a couple hours everyday can affect you mentally and physically. Norcia writing "The Impact of Video Games" claims, "Numerous studies show that video games, especially ones with violent content, adversely affect a teen's aggressive behavior"(Norica) . Coming from a personal experience I can visualize that happening, at times

I can find myself becoming harsh with my language or attitude, but who knew that would be involved with the video games I play. Playing a violent video game even once can impact the way you do things, imagine playing for a couple days? Forget the fact of playing for days some people play violent video games for a living. Some researchers concluded that “players who had prior experience playing violent video games responded with an increased level of aggression” (Bushman & Anderson). As we can see these sources are proving the fact on how these violent video games can affect your life drastically. One article supporting the opposing side claims that, “Several studies finding no effects of violent games on children and teens who play them” (Adams). Video games could potentially be good for the brain but do you really think hours and hours of violent action for young teenagers is healthy? Just looking at the tv for so long affects the brain imagine what violent video games do?

Changes were being made couple years back to regulate the ages of kids buying a mature rated game. California put a restriction on video games rated M or higher for all those under the age of eighteen. Jerry Brown California Attorney stated “it is time to allow California's common sense law to go into effect and help parents protect their children from violent video games” this expresses how this law should've been in place way before hand but this also helps families by limiting what their kids view and play(Brown). Even our society agrees with limiting the amount of violent game play saying “video games should be provided with the same protections as books, movies, and music” their point of view can be taken into consideration because at times we can realize the detail even in a book may be a lot for a minor to take in(Wau and Eastham). Another article aggress to disagree claiming, “Studies are revealing that a wide variety of games can boost mental function, improving everything from vision to memory”. Possibly reflexes and reaction speed can improve playing games as well. Author Adams says

“kids can have aggressive thoughts, angry feelings and physiological effects such as increased heart rate and blood pressure” obviously this isn’t healthy for anyone who isn’t an adult, all this is more important than just improving reflexes or vision (Adams ).

Playing video games are fun, but I truly think that if you’re playing game made for you or your age you’d enjoy it more, like how not ? The game was made around your age’s imagination. For example I see no point in a 5 year old playing an M rated game for 18 year olds. What does running around and killing people on Grand Theft Auto have to benefit a 5 year old ? Violent video games are taking over society and ruining the goodness of our future. For instance Sheff claims , “There were worries that video-game playing could be damaging to kids’ cognitive and social development” (Sheff). Children nowadays would rather play Call Of Duty rather than play tag outside with friends. Imagine if video games weren’t a thing? Imagine the society we’d live in. Our society is bad enough and some of these children are getting out of hand due to video games. These kids are our future and video games are corrupting the society. How ridiculous. Prime example , Adams states , addition, studies hat survey large population of kids on their game playing habits and measure aggressive personality traits or self-reported aggressive acts - physical fights,arguments with teachers- often find an association between games and aggression” as you can see video games are slowly taking over and it potentially become worse. In another article Athens explains “games are medium. They’re not inherently good or bad” (Athens). This statement is false, video games are fun but only more fun if you are the right age to play.

In conclusion I still agree minors should not be able to buy M rated games due to them being too graphic. As you can see playing games may be fun but look at all the bad things that

come into place when just playing a game. Imagine as time goes on, these games are only going to worse and worse. Let's do us minors a favor and save them from this video game trap.

### Rebuttal

My Opponent, \*\*\*\*, is in favor of not having a law that restricts minors from buying mature video games. Although playing violent video games may be fun that doesn't mean it is educational enough for minors to feed off of what the game depicts. Part of \*\*\*\*'s argument is claiming how these kids should feel a great sense of accomplishment when it comes to winning games or achieving certain goals. In reality sense of accomplishment can be found anywhere, on a sports team or even in the classroom not just playing video games. Either way it's a video game who should care if you win or lose, in the end it's just a game. \*\*\*\* also argues that violent video games "improves" mental health. Right off the bat I am going to argue that is false, Sheff from article "Game Over: Press Start to Continue" claims, "Some kids who play for long intervals complain of headaches and blurry vision"(Sheff). Truly I'd like to know how that helps improve mental health and just from common sense do you truly think playing Call of Duty or Grand Theft Auto is going to truly improve your mental health? In reality if you think about it games were meant to be for fun, why do you think so many people turn to playing video games and continue to do it everyday? \*\*\*\* continues to explain how video games have become an important factor in today's society and how video games are involved in our daily life. Having video games become a huge part of society can really affect the future. Article "Impact of Video Games on Children" says, "numerous studies show that video games, especially ones with violent content, adversely affect a teens aggressive behavior" clearly stating how much of an impact video games have on your life, but yet we are incorporating video games into our everyday life.

## Works Cited

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Junior English  
Low Level

All Subject Essay Rubric				
	Excellent	Good	Fair	Poor
Writing Type:	Essay (Thesis Support/Informal)	Essay (Informative/Explanatory)	Narrative (ELA only)	Research (Analytic/Argumentative)
Score	5	4	3	2
Content	The writing has a sharp focus and clarity of purpose. The ideas are developed with examples and specific details including textual evidence and are thoroughly elaborated. All elements of the prompt are addressed.	The writing has a clear central idea and a clear focus. Ideas are developed with textual evidence, even though the development may be uneven. Information is relevant. Most elements of the prompt are addressed.	The writing has a vague central idea; there are shifts in focus or digressions. Ideas are listed, information may be incomplete or irrelevant, textual evidence may be lacking, and there is little development. Some elements of the prompt are not addressed.	The writing has unclear or confusing ideas. The ideas are missing relevant information, there is not enough information, or there is little or no development, and little textual evidence. Significant elements of the prompt are not addressed.
Organization	There is a beginning, middle, and end in the writing with strong transitions between ideas. Ideas are presented in a logical order and there is a sense of completion about the writing.	There is a beginning, middle, and end in the writing with simple transitions between ideas. Ideas are presented in a logical order and the writing may have a weak ending.	There is a weak beginning, middle, and end with gaps in ideas. Ideas are presented in random order, there may be significant repetition, and the writing may have no ending.	There is no beginning or end with severe gaps in ideas. Ideas are presented in a random or repetitive order. There may be too little information to demonstrate organization.
Conventions (Grammar and Spelling)	The writing exhibits superior control over grammar, spelling, punctuation, and capitalization. If there are errors present, they do not appear to be part of a pattern of errors.	The writing exhibits proper control over grammar, spelling, punctuation, and capitalization. If there are errors present, they do not appear to be a part of a pattern of errors.	The writing exhibits weak control over grammar, spelling, punctuation, and capitalization. The errors minimally affect the meaning of the writing.	The writing exhibits little to no control over grammar, spelling, punctuation, and capitalization. The errors greatly affect the meaning of the writing.

Rationale:

This paper represents a low score. While there is a central idea, that idea is vaguely supported. There is evidence, but the argument veers off into tangents and is somewhat disorganized. Also, the paper is riddled with grammar and punctuation errors that only contribute to the less than academic tone of the writing.