

Impact of Video Games

Identifier: SS #1

Teacher: Peter, Guzik

Grade: 10

Class/Section: 10th

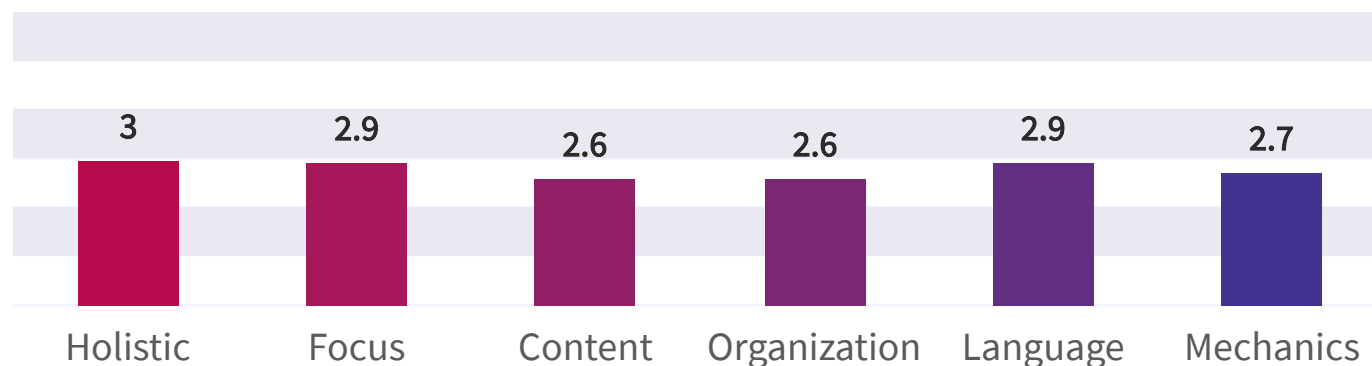
Assignment Type: Persuasive/Argument

Score Date: Jun 15, 2021



Score: 58.0

Holistic score: 2.95 out of 6



Writing Feedback

SS #1, on a scale of one to six, your response to this assignment was given an overall score of 2.95 out of 6 (58.0).

Your response was evaluated on how well it communicates its message considering the five important writing traits: Focus & Purpose, Content Development, Organization, Language Use and Grammar & Mechanics.

Marked Up Essay

"Can too many video games make your teenager depressed?" This is a quote/question **[Jargon expressions]** from resource 2 name, "Video Games and the Depressed Teenager **[Spelling errors]**." In **[Punctuation errors]** the article, Ronl Caryn Rabin ttheorize **[Spelling errors]**, that playing video games can not only cause a child to be depressed, but also may cause a child to be anxious. . "Children not only get depression, anxiety or social phobias, but their relationship with their parents worsens." This means that children or even teenagers that **[Pronoun errors]** play video games constanly **[Spelling errors]** have worse relationships with mom and dad. Lucky, there is a solution to every problem. The solution to this problem is too to at limit the amount of time e they play video games. As **[Clause errors]** you read above theirs **[Punctuation errors]** there is a solution to every problem and it is too put time limit. Many parents puts **[Subject-verb agreement errors]** a certain time limit on video games and other entertainment. 83% of parents place time limits on video games. 78% place time limits on television viewing. As you read I think its **[Misused words]** a good thing to do so that our socity **[Spelling errors]** or community streets are not to a lone. There are many reasons that video game can hasten societal change.lif **[Clause errors]** **[Spelling errors]** teenagers constantly play video games and there are fewer people in the parks or stores. , **[Punctuation errors]** **[Punctuation errors]** More teenagers maybe getting obese or may have other physical or mental problems. Playing video games can be good too, but as a result it can cause problemsTenagers **[Spelling errors]** who play video games cosntantly **[Spelling errors]** have **[Subject-verb agreement errors]** a low percent **[Misused words]** of doing bad stuff. Paying **[Clause errors]** video games prevents them doing **[Informal expressions]** drugs of any kind. Also, theirs there is a low percentage of having problems with the police. Too, being a victum **[Spelling errors]** of something that you didn't **[Contractions]** do. Playing video games helps you in some things, but has awful results.