Impact of Video Games
Identifier: SS #2

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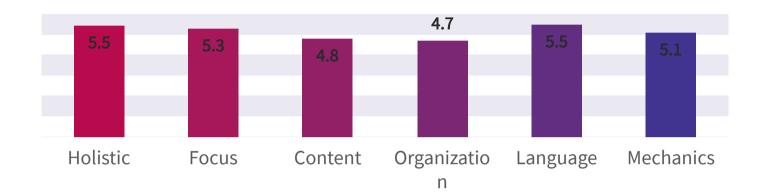**Grade:** 10

Class/Section: 10th

Assignment Type: Persuasive/Argument

Score Date: Jun 15, 2021

Score: 88.0
Holistic score: 5.47 out of 6

Holistic	Focus	Content	Organization	Language	Mechanics
5.5	5.3	4.8	4.7	5.5	5.1

Writing Feedback

SS #2, on a scale of one to six, your response to this assignment was given an overall score of 5.47 out of 6 (88.0). 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

Entertainment in the contemporary world, such as television, video games, and films is **[Subject-verb agreement errors]** changed, modified, and improved upon every day. Modern technology advances these wonders to the point of virtual perfection. However, some people fight against the advancement and manufacturing of these technologies because they believe that distractions such as video games ruin a person's healthy, social lifestyles by isolating them and causing depression and obesity. Video games have more negative effects and consequences than positive ones. Video games isolate and have negative effects on people when they become addicted to them. In 2010, a survey was taken to find out more information about people who play video games, called "gamers" (Resource 1). The survey found that the average gamer plays about eight hours per week and adult gamers have been playing video games for about 12 years. Eight hours is a long time to take out of one week, and this is only an average, which means that some gamers play for much longer; and **[Punctuation errors]** 12 years is half of some adults' lives. The gamers playing these video games are alone for a large portion of their waking hours, and this can lead to loneliness and addiction, which are very difficult habits to break. Thus, they crave to play more and stray away from a healthy social life. Many people are already diagnosed with depression and/or obesity, and some may say that video games help them more than a social life with friends ever could. But **[Clause errors]** the consequences of addiction to games is **[Subject-verb agreement errors]** a much heavier cost than trying to find friends or exercising at the gym. Playing **[Clause errors]** for so long in one week and in one lifetime causes gamers to be isolated and become addicted to the video games. In addition to straying away from a social life, gamers, once addicted to the video games, can begin to feel depressed and as a result, start to become obese (Resource 4). The CDC states that children from ages eight years old to 18 spend about seven and a half hours using entertainment media like video games, and this contributes to childhood obesity. Gaming takes very little physical activity, and in many cases gamers like to eat while playing. This leads to weight gain, which causes anxiety and tension. Some professional gamers might contradict this statement, saying that they lead lifestyles that rely heavily on gaming and still maintain proficient health. Although this may be true for some gamers, it does not apply to everyone and many people are subject to these medical states. Depression and obesity are difficult enough to battle; they do not need to be

fighting video game addiction simultaneously. Video games have a negative effect on a healthy lifestyle of regular meals and exercising. Lastly, many games are incredibly **[Weak modifiers]** violent in depictions of war and death, which can desensitize young children and teenagers. On the other hand, some might say that pro-social video games can have a positive effect on children and adult gamers (Resource 3). This may be true for pro-social games only; however, the majority of gamers are not addicted to these types of games. Most hardcore gamers play games involving gruesome pictures of blood and gore, which may lead young people to believe that violence is a completely normal way to solving problems. This could lead the world to a violent, bloody future filled with war and unhappiness. In conclusion, video games affect people negatively more than they do positively. This is shown by surveys and medical tests that prove the consequences of playing video games result in addiction, depression, obesity, and violent dispositions more often than they result in happy, carefree people. The evidence is clear; too much of a bad influence can cloud a gamer's judgment and ruin their life **[Nouns: mass or count?]** .