**Directions: In the following paragraphs, identify the “S” (topic sentence), the “E” (evidence), the “E” (explanation) and the “R” (restatement of the topic).**

Mozeshealthday’s argument is that video games are harmful and may cause those that play them to become more aggressive in real life. He states that in a recent study conducted by Craig Anderson, Director of the Center for the Study of Violence at Iowa State University, the participants “start to expect people to behave aggressively toward them, and they tend to see aggressive solutions as being more appropriate for solving problems.” When people play violent video games regularly, they often begin to mix up that world with their own. These players are acting violently because, after playing the game where it is true, they believe that everyone is out to get them. More importantly, this change “occurred for both girls and boys, even when parents monitored their child’s gaming habits. The changes were also found to be independent of a child’s initial aggressiveness.” Since the increase in aggression happened regardless of gender, parental supervision, and initial aggressiveness, there is a strong correlation between playing violent video games and real world hostility, which could lead to physical violence. Because of these results showing a twisted world view occurring across the spectrum of violent video game players, Mozeshealthday’s article suggests caution when playing violent video games since they could be a factor in increasing violence.

Patrick Markey’s argument, on the other hand, is that video games are not the cause of long-term aggression in children. In his article, he explains that in order to test for aggression, researchers will have participants play around 15 minutes of violent video games and then test them for signs of aggression. However, the aggression is measured by such behaviors as exposing “others to loud irritating noises, report[ing] feeling more hostile on a questionnaire, giv[ing] longer prison sentences to hypothetical criminals and even giv[ing] hot sauce to people to do not like spicy food.” These behaviors, while slightly mean spirited, are a far cry from any real, consequential, or long lasting aggression, let alone violence. These are not a valid representation of a child’s aggression level because they are essentially harmless. Markey goes on to say that the correlation between violence and video games is false because “in the past 15 years, sales of video games have consistently increased whereas homicides, rapes, and aggravated assaults during this same time have decreased”. Logically, if video games cause any real world aggression or violence, then having more people play them would cause more violence to occur. However, this is clearly not happening. Therefore, since the only aggression actually seen in these experiments are inconsequential and there hasn’t been a marked increase of violence as people play more games, Markey argues that researchers should stop wasting time focusing on violent video games.