A person is seen from behind, wearing a large, black, over-ear headset with glowing blue lights. They are sitting at a desk in a dimly lit room, playing a video game. A computer monitor is visible in the background, displaying a game scene. The overall atmosphere is focused and immersive.

# Writing Cause and Effect Body Paragraphs

Causes and Effects of Online Gaming on College Students' Lives: The Personal Tragedy

# A good topic sentence . . .

- States specific main idea of paragraph;
- Uses signal words to indicate if the paragraph is about a cause and/or effect.

- **cause**

*cause*

*reason*

- **effect**

*result*

*effect*

*consequence*

# Model Topic Sentences

## Cause Essay

1. One **cause of** college students' addiction to online gaming **can be traced to** the gaming industry's marketing techniques.
2. The addiction of college students to online gaming **is caused by** the gaming industry's marketing techniques.
3. One **reason for** college student's addiction to online gaming **is linked to** the gaming industry's marketing techniques.
4. The gaming industry's marketing techniques **are responsible for** the addiction of college students to online gaming.



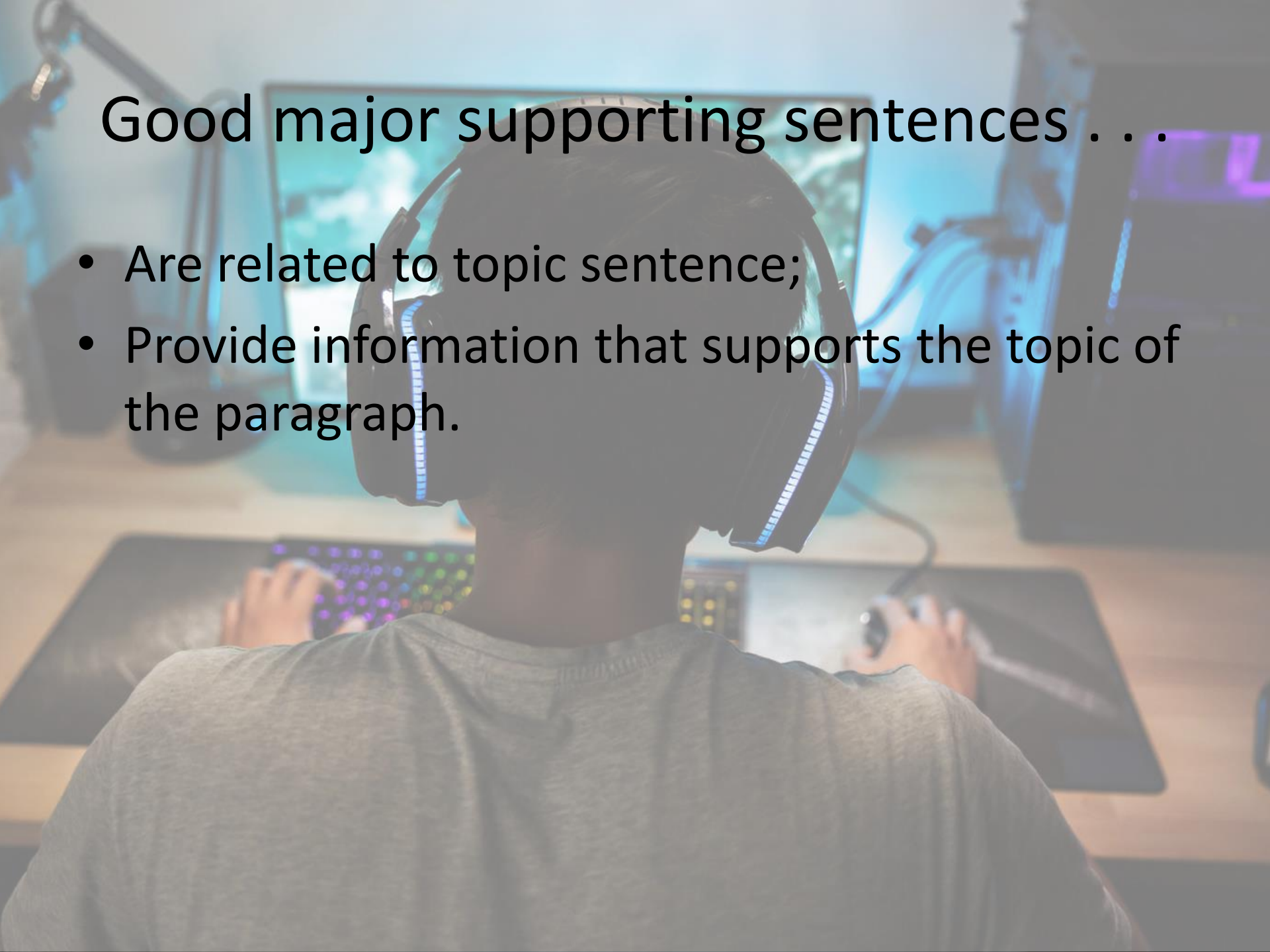
# Model Topic Sentences

## Effect Essay

1. One **effect of** college students' addiction to online gaming is poor academic performance.
2. The addiction of college students to online gaming **results in** poor academic performance.
3. One **consequence of** college students' addiction to online gaming is poor academic performance.
4. One **result of** college students' addiction to online gaming is poor academic performance.

# Good major supporting sentences . . .

- Are related to topic sentence;
- Provide information that supports the topic of the paragraph.



# Model Major Supporting Sentences

One cause of college students' addiction to online gaming can be traced to the gaming industry's marketing techniques. **Games are designed to hook students at an early age.** xxxxxxxx **In addition, the gaming industry initially offers free games.** xxxxxxxx



# Good minor supporting sentences . . .

- Are related to the major supporting sentences;
- Provide information that supports the major supporting sentences.
  - *explanation*
  - *fact*
  - *example*
  - *statistic*

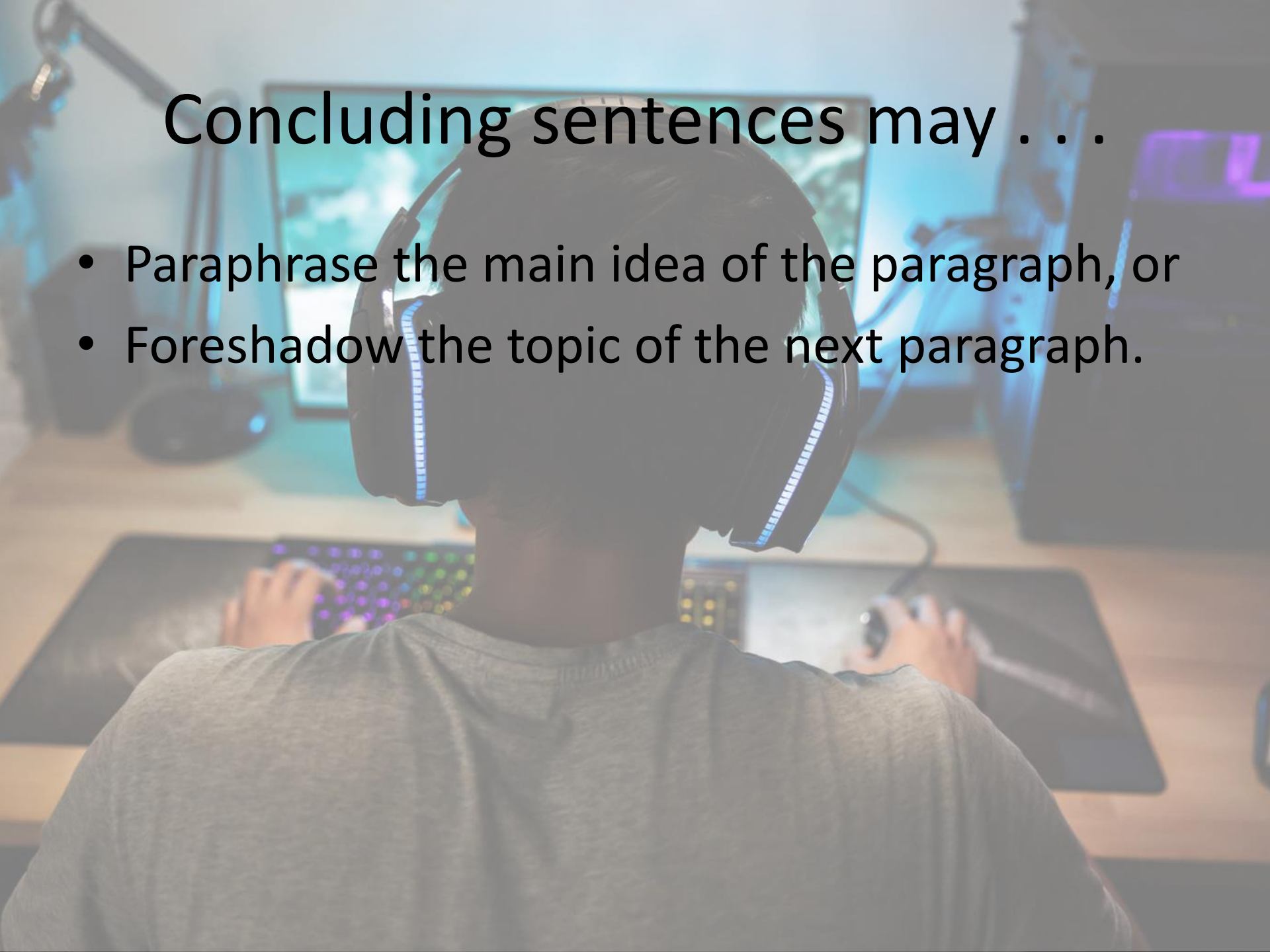
# Model Minor Supporting Sentences

One cause of college students' addiction to online gaming can be traced to the gaming industry's marketing techniques. Games are designed to hook students at an early age. **The author of 'Students Vulnerable to Computer Gaming Addiction' cites the release of 'Halo' and 'World of Warcraft'-themed Lego sets at Christmas time in 2012.** In addition, the gaming industry initially offers free games. **For example, 'League of Legends' was first released as a free-to-play game. Later, after players were hooked, they were charged a fee to play.**



# Concluding sentences may . . .

- Paraphrase the main idea of the paragraph, or
- Foreshadow the topic of the next paragraph.



# Model Concluding Sentences

## Paraphrase the main idea of the paragraph

One cause of college students' addiction to online gaming can be traced to the gaming industry's marketing techniques. Games are designed to hook students at an early age. The author of 'Students Vulnerable to Computer Gaming Addiction' cites the release of 'Halo' and 'World of Warcraft'-themed Lego sets at Christmas time in 2012. In addition, the gaming industry initially offers free games. For example, 'League of Legends' was first released as a free-to-play game. Later, after players were hooked, they were charged a fee to play. **In short, the marketing techniques of the gaming industry are responsible for college students' addiction to online gaming.**

# Model Concluding Sentences

## **Foreshadow the topic of the next paragraph**

One cause of college students' addiction to online gaming can be traced to the gaming industry's marketing techniques. Games are designed to hook students at an early age. The author of 'Students Vulnerable to Computer Gaming Addiction' cites the release of 'Halo' and 'World of Warcraft'-themed Lego sets at Christmas time in 2012. In addition, the gaming industry initially offers free games. For example, 'League of Legends' was first released as a free-to-play game. Later, after players were hooked, they were charged a fee to play. **These marketing techniques are only one reason for the addiction of college students to online gaming.**