

A person is seen from behind, wearing large black headphones with blue light bars on the earcups. They are sitting at a desk in a dimly lit room with blue ambient lighting. In front of them is a computer monitor displaying a game scene. To the left, a desk lamp is visible. To the right, a tower PC case with purple lighting is partially visible. The person's hands are on a keyboard with colorful backlights.

# Writing Cause and Effect Conclusion Paragraphs

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

# Conclusion Paragraph Organization

A person is seen from behind, sitting at a desk in a dimly lit room. They are wearing large, black headphones with blue LED lighting around the earcups. The person is wearing a grey t-shirt. In front of them are several computer monitors. One monitor on the left shows a bright, colorful image. Another monitor on the right is partially visible. The person's hands are on a keyboard and a mouse. The overall atmosphere is focused and tech-oriented.

- Paraphrase of thesis statement
- Summary of main points
- Echo back to hook in introduction

# Paraphrase of Thesis Statement

**Cause essay thesis statement:** The reason for the addiction of college students to online gaming can be traced to several causes.

**Paraphrase of cause essay thesis statement:** *Two major causes are responsible for college students' online gaming addiction.*

**Effect essay thesis statement:** Online gaming addiction often leads to the harm of college students' bodies and minds.

**Paraphrase of effect essay thesis statement:** *Two major effects are the result of college students' online gaming addiction.*

# Summary of Main Points

**Cause Main Points:** 1) Designing games that hook young players and 2) offering free games until players are addicted

Two major causes are responsible for college students' online gaming addiction. **The gaming industry designs games that hook players at a young age. Moreover, the industry offers free games until the players are addicted.** At this point, these college students are part of the two million college students who are addicted to online gaming.

# Echo Back to Hook in Introduction

## Cause Essay

Two major causes are responsible for college students' online gaming addiction. The gaming industry designs games that hook players at a young age. Moreover, the industry offers free games until the players are addicted. **At this point, these college students are part of the two million college students who are addicted to online gaming.**

## Effect Essay

Two major effects are the result of college students' online gaming addiction. High blood pressure, increased heart rate, and obesity are the major physical effects suffered by addicts. Moreover, negative consequences of this addiction include paranoia, depression, and anxiety. **These are the consequences experienced by the two million college students who are addicted to online gaming.**