

A person is seen from behind, wearing a large, illuminated headset with blue and white lights. They are sitting at a desk in a dimly lit room, playing a video game on a computer. The monitor displays a game scene with a bright, hazy landscape. The room is lit with blue and purple ambient lighting, creating a focused and immersive atmosphere. The person's hands are on a keyboard and mouse, which are also illuminated with blue and purple lights.

Writing an Introduction for an Effect Essay

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

Pre-writing

A person is seen from behind, wearing a large, illuminated headset with blue and white lights. They are sitting at a desk in a dimly lit room, likely a gaming or streaming setup. There are several computer monitors visible, some displaying colorful graphics. The person is wearing a grey t-shirt. The overall atmosphere is focused and tech-oriented.

After reading the writing prompt carefully, ask yourself what are the:

- subject
- purpose
- audience

Write an introduction to an essay about the effects of online gaming addiction on college students.

Pre-writing

Narrow down the general subject until you have a specific topic that can be covered in at least five paragraphs if you are writing a short essay.

- Subject: Online gaming addiction
- Purpose: Effects
- Audience: College students

Addiction

ONLINE GAMING

EFFECTS

COLLEGE STUDENTS

Effects of Online Gaming Addiction on College Students' Lives

Brainstorm

1. Start with a general topic.
2. Write down whatever comes into your head for 5-10 minutes.
3. Go back and group together associated items.
4. Eliminate items not associated with any other words.

Effects of Gaming Addiction on College Students' Lives

Alienation from family

Obesity

High blood pressure

Paranoia

Brain function problems

Increased heart beat rate

Depression

Anxiety

Panic attacks

Brainstorm (cont.)

1. Go back and group together associated items.
2. Eliminate items not associated with any other words.

Effects of Online Gaming Addiction on College Students' Lives

~~Alienation from family~~

1. Physical problems

- High blood pressure
- Increased heart beat rate
- Obesity

2. Psychological problems

- Paranoia
- Depression
- Anxiety
- Panic attacks
- Short-term memory loss

Writing

- Thesis statement
- Title
- Introduction paragraph
 1. Hook
 2. Background information
 3. Thesis statement

Thesis Statement

Specific topic + Organizational pattern + Main points

Specific topic: Online gaming addiction of college students

Organizational pattern: Effect (Use verb that indicates effect, e.g. lead)

Main points: Harm to their 1) bodies and two) minds

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



Title

- **Attracts reader's attention**
- **Informs reader of general topic**

Model title

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

Hook Related to General Topic

- Quotation
- Scenario/short anecdote – either real or imaginary
- Statistic or little known fact
- Definition/explanation – appropriate for technical topic
- Question – only if extremely thought provoking or edgy

Hook Related to Gambling

Quotation related to gambling

American actor Paul Newman once said, “If you’re playing a poker game and look around the table and can’t tell who the sucker is, it’s you.”

Hook Related to Gambling

Short anecdote related to gambling

“Mary started off playing the slots as a way to relieve stress, to have fun. Eventually, though, she found herself going to the casino three or four times a week, losing hundreds of dollars with each trip. She wanted to stop, but by this time, Mary says she was ‘on auto-pilot.’ Before she knew it, she no longer had the ability to control how much time she spent at the casino or how much money she was spending on her gambling habit. Once she ran out of money, she took out cash advances on her credit cards. But that money went to the machines as well and she found herself unable to make any credit card payments, let alone payments to make up for the cash advances” (“Gambling Addiction Stories,” n.d.).

Hook Related to Gambling

Statistic or little known fact related to gambling

Nicolosi (2002) found that 65% of girls and 85% of boys are game players and one in eight gamers develops patterns of addiction.

Hook Related to Gambling

Definition/explanation

Merriam Webster Dictionary defines 'addicted' as 'strongly inclined or compelled to do, use, or indulge in something repeatedly'.

Hook Related to Gambling

Question

What online activity is entertaining yet harmful to more than two million college students?



Background Information

A person is seen from behind, wearing a large, black headset with glowing blue LED lights around the earcups. They are sitting at a desk in a dimly lit room, likely a gaming or streaming setup. In front of them are several computer monitors. One monitor on the left shows a game or application with a blue and white interface. Another monitor on the right is partially visible, showing a purple and white interface. The person's hands are on a keyboard and a mouse. The overall atmosphere is focused and tech-oriented.

- Should be related to hook in opening sentence
- Should point toward specific topic in thesis statement

Hook + Background Information

American actor Paul Newman once said, “If you’re playing a poker game and look around the table and can’t tell who the sucker is, it’s you.” **Using techniques borrowed from the tobacco industry, the online gaming industry has managed to create two million college student suckers. Offering free games until the players are hooked is just one strategy used to addict these students.**

Hook + Background Information

“Mary started off playing the slots as a way to relieve stress, to have fun. Eventually, though, she found herself going to the casino three or four times a week, losing hundreds of dollars with each trip. She wanted to stop, but by this time, Mary says she was ‘on auto-pilot.’ Before she knew it, she no longer had the ability to control how much time she spent at the casino or how much money she was spending on her gambling habit. Once she ran out of money, she took out cash advances on her credit cards. But that money went to the machines as well and she found herself unable to make any credit card payments, let alone payments to make up for the cash advances” (“Gambling Addiction Stories,” n.d.). **However, not all addicts gamble. Some addicts play online games. Using techniques borrowed from the tobacco industry, the online gaming industry has managed to create two million college student suckers. Offering free games until the players are hooked is just one strategy used to addict these students.**

Hook + Background Information

Nicolosi (2002) found that 65% of girls and 85% of boys are game players and one in eight gamers develops patterns of addiction. **Using techniques borrowed from the tobacco industry, the online gaming industry has managed to create two million college student addicts. Offering free games until the players are hooked is just one strategy used to addict these students.**

Hook + Background Information

Merriam Webster Dictionary defines 'addicted' as 'strongly inclined or compelled to do, use, or indulge in something repeatedly'. **Using techniques borrowed from the tobacco industry, the online gaming industry has managed to create two million college student addicts. Offering free games until the players are hooked is just one strategy used to addict these students.**

Hook + Background Information

What online activity is entertaining yet harmful to more than two million college students? **Surprisingly enough, the answer is online gaming. Using techniques borrowed from the tobacco industry, the online gaming industry has managed to create two million college student addicts. Offering free games until the players are hooked is just one strategy used to addict these students.**

Hook + Background Information + Thesis Statement

American actor Paul Newman once said, “If you’re playing a poker game and look around the table and can’t tell who the sucker is, it’s you.” Using techniques borrowed from the tobacco industry, the online gaming industry has managed to create two million college student suckers. Offering free games until the players are hooked is just one strategy used to addict these students. **This online gaming addiction often leads to the harm of these college students’ bodies and minds.**

Hook + Background Information + Thesis Statement

“Mary started off playing the slots as a way to relieve stress, to have fun. Eventually, though, she found herself going to the casino three or four times a week, losing hundreds of dollars with each trip. She wanted to stop, but by this time, Mary says she was ‘on auto-pilot.’ Before she knew it, she no longer had the ability to control how much time she spent at the casino or how much money she was spending on her gambling habit. Once she ran out of money, she took out cash advances on her credit cards. But that money went to the machines as well and she found herself unable to make any credit card payments, let alone payments to make up for the cash advances” (“Gambling Addiction Stories,” n.d.). However, not all addicts gamble. Some addicts play online games. Using techniques borrowed from the tobacco industry, the online gaming industry has managed to create two million college student suckers. Offering free games until the players are hooked is just one strategy used to addict these students. **This online gaming addiction often leads to the harm of these college students’ bodies and minds.**

Hook + Background Information + Thesis Statement

Nicolosi (2002) found that 65% of girls and 85% of boys are game players and one in eight gamers develops patterns of addiction. Using techniques borrowed from the tobacco industry, the online gaming industry has managed to create two million college student addicts. Offering free games until the players are hooked is just one strategy used to addict these students. **This online gaming addiction often leads to the harm of these college students' bodies and minds.**

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