Name:	GUST ID:	Section:

Violent Video Games: Do They Lead to Violence?



Source: Brian Fairrington, "School Shooting Influence," available on www.caglecartoons.com, Mar. 29, 2005

"Imagine if the entertainment industry created a video game in which you could decapitate police officers, kill them with a sniper rifle, massacre them with a chainsaw, and set them on fire. Think anyone would buy such a violent game? They would, and they have. The game Grand Theft Auto has sold more than 35 million copies, with worldwide sales approaching \$2 billion (KWD 580 million). Two weeks ago, a multi-million dollar lawsuit was filed in Alabama against the makers and marketers of Grand

Theft Auto, claiming that months of playing the game led a teenager to go on a rampage and kill three men, two of them police officers. Can a video game train someone to kill?" (Ed Bradley, 60 Minutes, 2011)

Directions: Study the cortoon corofully. What do you think is the

Activity 1	meaning of the cartoon? Is it related to a cause of violence, or is it related to an effect of violence. Where could it be used in an essay? Explain your answers.

Activity 2	Directions: Which sentence in the <i>60 Minutes</i> passage would be a good opening sentence in an introduction? Explain your answer.
Activity 3	Directions: First, paraphrase and summarize the passage from 60 Minutes. Be sure to cite your source. Next, discuss where your paraphrase could be used in an effect essay. Explain your answer.

Activity 4

Directions: Before taking notes on the video <u>How Violent Video</u> <u>Games Affect Children</u>, review the hints provided on the next page. Then, as you watch the video, take notes in the space provided.

1.	According to Dr. Stephen Kline of Simon Fraser University, what do children learn when they play real games rather than video games?
2.	Which game did Dr. Kline use as an example of a real game?
3.	What do most boys do when they come home from school, according to Dr. Kline?
4.	What are some of the objections Dr. Kline has to violent video games?
5.	According to Dr. Kline, what is the motivation for playing video games?
6.	What are first person shooters? Which two games did the video list as examples of first person shooters?
7.	The teenage shooters at Columbine and Taber were addicts of which video games?

8.	What were the effects that Simon Fraser University researchers found when children underwent long-term exposure to violent video games?		
	a		
	b		
	c		
	d		
9.	According to Dr. Kline, does telling kids that violent video games are not real protect children from the effects of these games?		
10.	According to the British Columbia Survey on Gaming, why do many parents let their children play violent video games? a		
	b		
	cd.		
11.	What conclusion can you draw from this video?		
A	Directions: In the margins of this handout, write the name of the paragraph in which you would use the expert evidence in an effect essay on violent video games.		