

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. _____
- e. _____

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. _____
- c. _____
- d. _____

11. What conclusion can you draw from this video?

Activity 5

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.