

Samuel Bradshaw - Period 1

AP Language and Composition

Cause and Effect Essay - 9/6/06

### **PRE-WRITING**

Subject: Video games

Topic: Why people play video and computer games

Audience: AP English students

Effect: People play video and computer games

Causes: Competition with others

Lack of “better” things to do

Fun of exploring different imaginary worlds and taking on imaginary identities to escape reality

### **OUTLINE**

I – Introduction

A. (Description of the popularity of these games)

B. Many possible reasons exist for why people play these games.

C. (Introduction to reasons)

D. (Transition)

II – Reason I

A. (Transition, statement of reason 1)

B. (Elaboration)

III – Reason II

A. (Transition, statement of reason 1)

B. (Elaboration)

IV – Reason III

A. (Transition, statement of reason 1)

B. (Elaboration)

V – Conclusion

A. (Restate causes and effect)

B. (Conclude)

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### **ROUGH DRAFT**

Video games and computer games have become widely popular and are played by millions of people throughout the world. Unfortunately, they have come to be a major problem as many people spend too much time on them and some become addicted to them. Many possible reasons exist for why some people play video games excessively. Some people thrive on competition. Others have trouble finding other interesting or productive things to do. Most video gamers enjoy escaping reality by entering the imaginary worlds and roles presented in video and computer games.

Whether video gamers play against a real opponent, computer-generated characters, or their own previous scores, video games are generally greatly competitive; the struggle to be first and better in whatever the contest is invigorating to many, and a key factor in the popularity of games. This kind of competition keeps people coming back to the game until they surmount the challenge, or until they bore of the game. But for many, competition rarely allows boredom, and gamers continue to play.

In fact, boredom is often a factor that draws people to video games in the first place. Many people can think of no “better” things to do – parents’ suggestions such as “clean your room” or “study for school” often seem unattractive to video gamers, and for good reason; that requires work, and work is not “fun”. Though some video games may not be actually “fun”, they are not labeled “work” and are thus acceptable substitutes.

Video games are the “miracle timewaster” – they generally require little or no creativity, yet take up hours of “work”-free time.

Most video games are not always just a half-way point between “fun” and “work”, however. Some video games provide alternative worlds to explore and interact with, and entitle the video gamer to an imaginary role as a hero or villain. Such possibilities allow a gamer to escape the repetition of everyday life, or to hide from problems they may face in reality. Video games are an effective distraction.

Promise of competition, boredom, or a need for distraction are three causes among many that may drive people to play excessive amounts of video and computer games.

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### **SELF-EVALUATION**

In my paper, I like the abundance of supporting points and examples I came up with. I also feel that I had a good range of vocabulary and good transition.

I need to work on my conclusion.

My group suggested the following:

- 1) Reword “Many possible reasons exist...” in paragraph 1’s thesis statement.
- 2) Get rid of redundancy in paragraph 2 where it says “first and better”; first and better both mean about the same thing in this context.
- 3) Stronger and longer conclusion paragraph.