

Jan 8th***1-2E: Persuasive "PEEL" Paragraph (25 marks)****Topic:** Should teens be able to buy violent video games?

Teenagers should have the ability to buy video games ~~which~~ even if they are violent. First of all, playing violent video games can't affect personal violent ^{1.1}tendencies. That's a part of personality problems. ~~From a famous Chinese video game community, they made a questionnaire~~ survey for this question. The ~~answer is~~ ^{1.4}63% of people ^{1.2}choice ^{1.3}the tendency of violent behavior is people's nature problem. ^{1.6}The second biggest one think ^{1.5}whatever violent or not, we also need to have self-protection awareness when people playing video games with 16%. So, the younger people ~~totally~~ should be allowed to buy that kind of games because the character problems come from players ^{1.7}selves, not from the games they play. In addition, game creators want the game to be realistic. So, they make it violent. This has lots of benefits for the teens such as ~~can let them drop~~ ^{1.8}more emotions for the characters and etc. For example, if someone likes a character in the video games, they will use all the ways to protect him to avoid any damage. It will create a deep sympathy with players. However, some games will change blood's color to avoid some scene look like not so violent. Let's ^{1.10}image if the blood's ^{1.9}color becomes green, people may feel sick of his color, not attracted to it. Follow this solution the bloody section can bring them the good feeling

^{1.11}

about how beautiful the world is and also doesn't waste the game developer's effort. In conclusion,
playing violent video games can't bring negative emotion, actually can help teens find the beauty
things around them.

2.1

Index of comments

- 1.1 Do you have data from psychological studies to back this up?
- 1.2 Was this people educated in this matter and using research to back up their decision? Or a video game community who wanted people to share personal, unfounded opinions that would give them more freedom?
- 1.3 believe
- 1.4 result was that
- 1.5 whether it is
- 1.6 The second biggest what? You need to make sure that you are very clear with what you are saying/arguing if you want to persuade someone.
- 1.7 This is only persuasive if you have something other than uneducated people's opinions to back this up.
- 1.8 So everyone's normal life is violent like in video games? Otherwise, how is this realistic?
- 1.9 Please use the Canadian spelling: colour
- 1.10 imagine
- 1.11 How did attraction suddenly come in to violence and blood?
- 2.1 Where was this mentioned previously?