

ENG3U

Jan 8<sup>th</sup>

## **\*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 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 63% of people choose the tendency of violent behavior is people's nature problem. The second biggest one think 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 kinds of games because the character problems come from players 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 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 image, if the blood's 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 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.