

A "C" Sample

Writing prompt: In your opinion, do the media and video games make a major contribution to violence in teenagers?

Media Violence

Television has become apart of people's lives. They use it as a source to see what is going on in the the world around them. The media shows numerous people getting killed, people using drugs, and people having sex. Several studies show that children and teenagers impersonate what they see on TV. Teenagers become more aggressive toward people around them after spending long hours watching violent shows or video games. I agree that the media and video games make a major contribution to violence in teenagers and children because teenagers and children imitate what they see and become more aggressive.

Many teenagers and young children mimic what the violence on TV and in video games shows them. These shows and games teach them that violence is a way to solve their problems. In the past five years, there has been many high school shootings and professionals blame it on the media. For example, There was an incident in Littleton, Colorado "about two teenage boys of 17 and 16 years of age who killed thirteen people in Columbine High School" (8). Many analysts believe that the shootings that occur in high schools are caused by teenagers who watch too much TV because they are ignored by their peers, and they learn to be violent. When teenagers play violent video games, they copy what they see and hurt other people. For instance, Jiliet Eenwyk from the Department of Public Health states, "children younger than 10 years show increased aggression immediately after playing violent video games" (9). This shows how kids who play too many video games become more violent. I saw an example in the TV news dealing with violent teenagers and how they imitate everything they see on TV. A boy who was 16 years old wanted to be like Jeffrey Dahmer because he wanted to be as famous as him.

Teenagers and children become aggressive toward others when they watch to much TV. They become isolated from the world when they create a world out of the meda violence. According to Susan Calvert teenagers and young people who watch too much TV have an increase in aggressive cognition, aggressive action, and decrease in pro-social behavior (Calvert 9). This demonstrates that many teenagers and children who watch too much TV have problems interacting with other people. Many professionals believe that teenagers are playing more and more violent video games. For example, Douglas Gentile from Iowa State University states that "Boys reported 13 hours of game play per week while girls reported 5 hours of play: half of the boys named a game with high violent content" (10). This shows teenagers play violent games.

In conclusion many teenagers and young children have shown an increase in violent acts after watching violent movies or playing violent games. They become numb to people around them and learn that violence solves problems.

Commentary on the "C" Sample

Paragraph One: The writer attempts to give background, but the opening sentences provide little actual information or compelling detail (key questions, startling facts, quotes, an anecdote etc.). The thesis sentence is adequate, stating two thesis points, although the wording is repetitious.

Paragraph Two: The topic sentence rewords the thesis point and does make a slightly more specific statement, although the sentence structure is somewhat awkward. The second sentence partly, though not thoroughly, explains the topic sentence. The writer includes a cited example from the readings and goes on to comment on the quotation, but provides only superficial analysis of the incident. The explanation and support improves with the cited quotation regarding increased aggression in children, although the commentary is again superficial and repetitive. The outside example does illustrate the main point, but it is relatively general.

Paragraph Three: The topic sentence is once again adequate, and the next sentence is a somewhat more compelling statement about teenagers becoming "isolated from the world when they create a world out of media violence." The writer paraphrases and cites information given by Susan Calvert, and in the commentary that follows does attempt to apply the "decrease in pro-social behavior" to "problems interacting with other people," but the writer provides no further explanation of the point. Furthermore, the paraphrase contains several key words from the article which should have quotation marks around them and which go unexplained. Instead the writer moves on to a point about how much time teenagers are spending playing violent video games. This point is supported with a reading reference, although the evidence regarding violent video games applies only to boys, not all teenagers. The closing sentence of the paragraph basically repeats the point about video games.

Paragraph Four: The conclusion is a very brief summary of the main points, little more than a rewording of the thesis.

Grammar and Punctuation: The essay contains two verb tense errors and a few errors in spelling and comma use, though none of these mistakes causes major distortions in clarity. In general, the writer's command of the sentence is adequate though basic.