



Candidates must complete this page and then give this cover and their final version of the extended essay to their supervisor.

Candidate session number

Candidate name

School number

School name

Examination session (May or November)

May

Year

2012

Diploma Programme subject in which this extended essay is registered: English group 2

(For an extended essay in the area of languages, state the language and whether it is group 1 or group 2.)

Title of the extended essay: How do violent video games influence the U.S. teenagers in different ways?

Candidate's declaration

This declaration must be signed by the candidate; otherwise a grade may not be issued.

The extended essay I am submitting is my own work (apart from guidance allowed by the International Baccalaureate).

I have acknowledged each use of the words, graphics or ideas of another person, whether written, oral or visual.

I am aware that the word limit for all extended essays is 4000 words and that examiners are not required to read beyond this limit.

This is the final version of my extended essay.

Candidate's signature



Date: 24/11/2012

## Supervisor's report and declaration

The supervisor must complete this report, sign the declaration and then give the final version of the extended essay, with this cover attached, to the Diploma Programme coordinator.

Name of supervisor (CAPITAL letters) \_\_\_\_\_

Please comment, as appropriate, on the candidate's performance, the context in which the candidate undertook the research for the extended essay, any difficulties encountered and how these were overcome (see page 13 of the extended essay guide). The concluding interview (viva voce) may provide useful information. These comments can help the examiner award a level for criterion K (holistic judgment). Do not comment on any adverse personal circumstances that may have affected the candidate. If the amount of time spent with the candidate was zero, you must explain this, in particular how it was then possible to authenticate the essay as the candidate's own work. You may attach an additional sheet if there is insufficient space here.

Extended Essay changed his thinking by forcing him to learn about the negative consequences of violent computer games. He didn't think there was a relationship between the games and problems in real life, but his own experience coupled with what he learned from his research gave him much food for thought. Initially it was hard for him to come up with a focused topic, and "Internet sources meant I had to be more sceptical about choosing information that fit my topic and was worth trusting." He was unaccustomed to using formal language in English. For a while he thought it was important to come up with solutions – as he needed them, but he realised this wasn't the point of the EE! English definitely improved through the drafts, and his final EE is the result of a great deal of reworking and perseverance.

This declaration must be signed by the supervisor; otherwise a grade may not be issued.

I have read the final version of the extended essay that will be submitted to the examiner.

To the best of my knowledge, the extended essay is the authentic work of the candidate.

I spent  hours with the candidate discussing the progress of the extended essay.

Supervisor's signature: \_\_\_\_\_

Date: 27/1/12



**Assessment form (for examiner use only)**

Candidate session number



**Achievement level**

Criteria	Examiner 1	maximum	Examiner 2	maximum	Examiner 3
A research question	2	2		2	
B introduction	1	2		2	
C investigation	1	4		4	
D knowledge and understanding	1	4		4	
E reasoned argument	1	4		4	
F analysis and evaluation	1	4		4	
G use of subject language	2	4		4	
H conclusion	1	2		2	
I formal presentation	2	4		4	
J abstract	2	2		2	
K holistic judgment	1	4		4	
Total out of 36	15				

Name of examiner 1: \_\_\_\_\_  
(CAPITAL letters)

Examiner number: \_\_\_\_\_

Name of examiner 2: \_\_\_\_\_  
(CAPITAL letters)

Examiner number: \_\_\_\_\_

Name of examiner 3: \_\_\_\_\_  
(CAPITAL letters)

Examiner number: \_\_\_\_\_

IB Cardiff use only: B: ✓

IB Cardiff use only: A: 105273

Date: 15/05/12



✓ **Research question: How do violent video games influence the U.S. teenagers in different ways?**

**Candidate Name:**

**Candidate Number:**

**Subject: English Group 2 Culture and Society**

**School:**

**Exam Session: May 2012**

**Word count 3650**

## Abstract

In this essay I investigate how violent video games influence the U.S. teenagers in different ways. It is investigated from different aspects, the general overview of video games and how violent video games can influence the U.S. teens. *RR*

The investigation was undertaken by analyzing the reason for violent video games become popular, with some examples of violent video games, to show the influence in the U.S. teen's life especially for the case of addiction. Different research shows different effects of violent video games. Also the different roles' view is considered. Finally, the overall conclusion is reached based on all the research information. *on*

Moving to the conclusion, it is clearly shown that violent video games have more negative influence than positives; they can cause severe social problems and make the teens have more difficulties in their life. Those games also create problems both physically and psychologically, even though they can help the teens to get higher concentration and quicker response. There are many interesting things to do; playing violent video games is not a good option. *and*

*James as subject*

*2*

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## Introduction

Video games are very popular among the teens in the U.S., "They are natural teachers. Children find them highly motivating by virtue of their interactive nature."<sup>1</sup> Why they are so engaged in playing these games? How it can influence them in different ways? What are the conflicts between the imaginary and the reality? What are the positive effects by playing video games, and how can it damage or even destroy a child?

Those questions are becoming more and more important since more teens are getting involved; it is important to be clear about the effects and the situation.

Since the topic is widely discussed by teens and their parents, teachers and other educators with a good controversy, it also reflects the American society and it is an important issue related to teens. As a teenager, this topic is worth for me to study. ✓

The research question of this essay is how do violent video games influence the U.S. teenagers in different ways. I will discuss each different point on violent video games affect both positive and negative sides in depth, by considering different aspects with some specific games, such as CS, Resident Evil and Dead Rising. RR

In addition, the case of addiction is going to be considered separately, since its positive side can be easily outweighed. I will put more attention on its negative side. However I will show its positive side as well. ?

addiction too positive?

Over all, the aim of this essay is to examine the violent video games effect on U.S. teens, and try to give both sides a proper weight.

context not entirely clear

✓ 1 [http://findarticles.com/p/articles/mi\\_m0816/is\\_6\\_21/ai\\_n9772319/](http://findarticles.com/p/articles/mi_m0816/is_6_21/ai_n9772319/)

? inc

## Investigation

### 1. The video games are very popular among the teens

Video games, which have produced for 30 years, are widely spread among the teens in the U.S. research shows that in a middle school, boys are playing in an average 13 hours per week; girls are playing in an average 5.5 hours a week.<sup>2</sup> Most of them play frequently and seem very engaged playing.

Fully 97% of teens ages 12-17 play computer, web, portable, or console games,<sup>3</sup> boys more than girls in terms of percentage, 99% boys and 94% girls.<sup>4</sup> This research shows that video games are widely spread among the U.S. teens.

Video games have a huge variety which can entertain different kinds of people especially teenagers. Teens are more easily motivated due to their physical, sociological, social and self recognize and their understanding of development.

Physically, teens are growing quickly and getting more strength. They can use more energy to do things. In order to show they are stronger, they are more likely engage in fighting, both in real world and in games. In games, they can be a superman or hero to fight against their enemies, which makes them feel really cool and exciting.

Sociologically they often consider themselves as adults and they pretend to be adults, often have their thoughts and actions against their parents and teachers. They think themselves are always right. Obviously they are not always making the right choice, which increase the pressure of their life. As a result they are not facing the pressure, but choose to play games to release it.

Socially they are not able to fully understand how society works; they only have limited knowledge and understanding about society. On the other hand they strongly want to be accepted by society. They tend to show off when possible regardless whether it is appropriate or not. Winning in violent video games is considered as a way to show off among teens, a way to tell other teens that they are able to win in violence. They may also feel prior to others.

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2 [http://findarticles.com/p/articles/mi\\_m0816/is\\_6\\_21/ai\\_n9772319/](http://findarticles.com/p/articles/mi_m0816/is_6_21/ai_n9772319/)

3 <http://pewresearch.org/pubs/953/>

4 <http://pewresearch.org/pubs/953/>

source

Teens everywhere  
or in America?

incomplete



Teens cannot recognize themselves fully. They see their strengths more than their weaknesses. Therefore they are easily attracted by video games since they think it is beneficial, regardless if the negative consequences,

On the other hand, video games themselves are very attractive, especially violent games Such as CS, Resident Evil, Dead Rising. They usually contain lots of instructions, beautiful settings and challenging tasks, even really hard problems. They can also make something surrealistic to happen; many teens can make their dream come true in the game, which they probably can't in the real life.

*explain*

Furthermore, the games provide plenty of opportunities for teens to improve their playing skills by following the instructions and thinking logically, you can develop a strategy to win the game. When teens win, they may get really excited because they feel self satisfied. They think it is a really fun, interesting experience to play such games.

In addition, the development in technology has made the popularity of video games possible. Video games have a strong correlation with technology, since the teens more easily get access to technology, they are more likely to be influenced by video games.

The biggest danger, however, is becoming addicted in playing video games. This lead to a dramatic fall in school achievements, and the addiction is really difficult to overcome.

*lots of unsubstantiated generalizations*

## 2. "I am trying to stop but..."

"Video game addiction is without a doubt, becoming this century's most increasingly worrisome epidemic, comparable even to drug and alcohol abuse."<sup>5</sup> America in particular has the most teens that are addicted to them. The addiction of violent video games they are concerned by their teachers, parents and themselves.

✓

The video game industry continues to market and promote hatred, racism, sexism which can have a really negative but significant influence among the teens. Such things are so attractive and addictive, when they get in to a bad habit like this, it is really hard to stop them, since they are highly engaged and motivated. When playing they seem to ignore everything else even their surroundings. This ignorance often leads to communication problems with others, when asked, they consider the only thing they know is gaming, they do not care about anything else.

*source?*

The reason for addiction among teens is due to their mental weaknesses and a lack of self-control, "I am trying to stop but unable to", one said to his mother, which represents the most cases. His parents also have no idea; they can't control him, His grades have fallen

*source? by him?*

5 [http://www.mavav.org/2006/12/27/video\\_games\\_make\\_teens\\_feel\\_bulletproof.php](http://www.mavav.org/2006/12/27/video_games_make_teens_feel_bulletproof.php)

from mostly A s and B s to mostly C s, a D is represented in literature, "You can't afford to do this" said his teacher. He is very upset with his performance, and he can't face it properly. As a result he tends to play games.

Another example is a teen that he never think to stop gaming, spending several hours in weekdays and more in weekends, has admitted that the only thing he wants to do is gaming. As long as he is doing that he is fully concentrated while when doing other things he doesn't think much. He feels totally released in gaming and unwilling to do other things.

"We are so worried about this problem, he is going to destroy himself in the end." But by saying such things doesn't help. Actions must be taken; even banning the access can be considered as a solution. The most important thing is to make sure it really works.

*Where do these come from?*

Fighting with addiction is not easy, since it involves a fully change in mind and strong, determined self-control together with the effort of the parents and teachers. The fundamental issue is the change on teens, who need to be responsible for themselves. Therefore in most cases, those who are addicted are not managing themselves which makes the whole process really hard.

The addicted have following features, which can lead to their failure. Firstly, they tend to be more aggressive since the violent video games involve fighting and other aggressive movements. As teens they usually think fighting to win is a cool action. Fighting can be used to solve conflicts. Even when they lose the game they might want to win a fight in real life. Also they are more prone to confrontation with their teachers. They are more inclined to have conflicts with their teachers and have difficulty in the leaning process. What's more they may engage in fights with their peers. Affected by the games fighting becomes a way to show their strength and they are motivated because they want to win and make their peers to follow them. Finally they see a decline in school achievements.<sup>6</sup> They spent more time and concentration gaming, less time and concentration studying and even not focusing during the class time.

*The candidate struggles to provide proper sources*

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<sup>6</sup> [http://www.education.com/reference/article/Ref\\_Impact\\_Video\\_Games/](http://www.education.com/reference/article/Ref_Impact_Video_Games/)



In a study conducted by Gentile, Lynch, Linder & Walsh suggested that the above can apply to most players, but the significant influence only seen in those who are addicted, depending on the time they spend on gaming and the degree of the violence.

*Ref*

It is really a pressure to deal with such problems. To ban the access to the games is not always possible and that may cause many other problems. It doesn't seem beneficial to use any other methods, so we just choose the method which works the best, if possible regardless of those negative impacts.

In addition to the case of addiction, we are not clear about all its impacts, the only thing we can be sure is that there seem to be only negative consequences, despite the fact that some positive influences do exist which I will discuss in the last part of my investigation. It really damages or even destroys the teens.

*Register is not consistently academic*

### 3 Fantasies versus reality

When referring to reality, most teens seem confused. They play video games; consider video games as something real. However, video games reflect mostly fantasies, not reality. Many teens who are addicted to violent video games can not see the difference between the games and real life.

Violent video games contain many images which are fantasy but they are really well-designed and really attractive to teenagers. Such as the games I have mentioned in the first part of my investigation, the whole setting is based on the images created. They have played an important role and being more and more important to support the video games, a game without images may seem unusual for the teens. Since they are based on fantasies, rather than something in real life, the situations in games are very different from the reality which sometimes makes the teens confused. Gaming is not a fantasy but it contains lots of fantasies.

When analyzing this we can clearly see both sides. The images tend to have a strong influence on teens' choice, as a result of this more and more images were created.

✓

The images can give the teens ideas to create their own image, which improves their thinking and may improve their creativity as well. This is considered to be the most positive effect on teens. Those images also create beautiful settings of the game, together with actions, instructions, and any other information built up a "fantastic" game which is really cool. For example CS creates the image fighting against terrorists, it seems similar to the setting in real life situation.

However, the game is not only fantastic but also fantasy, not only cool but cruel and violent in different ways which can strongly influence the teens mind, making them become more aggressive. The images can also make them more motivated, trying their best to make their own images rather than do other things.

*descriptive*



The most dangerous, in fact, is to put too much strength in thinking those fantasies. It is not only meaningless but also harmful. It can cause serious problems when facing the reality, to get more upset or even get lost. Because they cannot get out of their fantasy and fail to manage themselves, they think they are still in the situation in games, and this can cause serious problems such as severe fights, murders and even suicides, especially for the games which contain violence and dangerous actions.

#### 4 The consequences of playing violent video games

The debate of impacts for video games has existed for many years, involving educators, teachers, parents and also the teens. It seems that they are more easily to argue since the influences are controversial. Parents mostly see the negative consequences as the main issue, getting really worried about the current situation, while their children are using the positive effects to defend themselves even in the case of violent video games.

For the teachers and educators, they are clearer about the both sides. They are more interested to find how to use video games to teach the teens. So far they have not been able to make positive use of violent video games. To examine the influences, in practise we see the negative consequences more easily. The consequences include the following:

They are socially isolated, spending time with multimedia instead of communicating with other people. Time is limited, if one choose to spend more time gaming, will have less time for socializing. They also physically overweight and more easily to get disease. When sitting for a long time. They do less physical exercise, using less energy. The energy remain in their body will turn in to fat, in the end, it will cause overweight.

Playing violent video games increase the heart rate and blood pressure. When playing violent video games, teens are getting excited and motivated and they respond quickly which are the main factors of Increase the heart rate and blood pressure. Finally they tend to be more aggressive and impatient.<sup>7</sup> The aggressive and impatient in violent video games can be used in real life since they get used to behaving aggressively.

The above consequences, however, has not taken the case of addiction into account. The consequences of addiction can be even worse. The fact is when addicted, it is really hard to even realise how tough they are.

They will gain the thoughts against society and engage fighting with others they have difficulties to face the society since they are more aggressive they are more engaged in fighting and even trying to be against the whole society. They commit a violent act without realizing even when they kill other people. They have got some small ailments, which can turn in to big problems; the health problem accumulates from small ailments to severe

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7 <http://www.buzzle.com/articles/effects-of-video-games-on-children.html>

*Sources?*  
*Very opinionated*  
*Also suspicious*  
*referencing or*  
*lack of it*

diseases partly due to the radiation influences the immune system so it is easier to get sick. They usually have high heart rate and blood pressure. <sup>8</sup>

Those problems make their parents worried reasonably. It is not acceptable to deny those impacts, gaming is controversial rather than one sided, the teens can built up their own defences, but only possible after agree to these basic facts and knowledge.

Furthermore the influence of these consequences, are widely spread and very significant. It seems that those impacts show the major side of video games.

On the other hand, the positive aspects of violent video games have very limited influence compare to the negative consequences, which makes teens feel really hard to defend themselves.

As the teens said, even violent video games also have positive influences these positive effects however, is not easy to be seen but they do exist.

Some teens believe that video games make them smarter; this might be true in certain cases but definitely not applicable for the entire situation, it is highly depend on the type and the level of games that they play, also the frequency and the time they spend on average. In order to make their brain get smarter they tried many kinds of games finally they find it might only happen in high level gaming since it can be really hard to pass, it can involve high level logic thinking and image, probably with high level math or other subjects. Playing with high spirit and concentration will probably make the brain smarter.

Video games, which associate with modern technology, give the teen lots of information, some are useful, or even can be reorganised as knowledge. Those information is more easily noticed and remembered, which is considered to be positive.

Since video games are natural teachers they can also teach good things, such as following instructions, thinking logically and to be determined. When you facing a problem especially for math problems this probably will help. Teens can also use video games to relax, be away from pressure, and get themselves recharged. It is a good way to train their quick reaction and accuracy. It can be applied in our dally life. Furthermore the engagement and motivation have a positive side as well These can help us to focus on one thing with high concentration, although the games have a negative influence, concentration itself, is actually a good thing. It works the same way in learning other skills.

The most interesting thing, however, is that by playing video games people who suffer from severe diseases can feel better, or even help to cure their diseases with other treatments.<sup>9</sup> Since their focus have been moved to games, together with other treatments, getting more easily to be accepted, it is possible to be successful in fighting against the diseases. "People

*any evidence of any of this?*

*say who?*

---

8 <http://www.buzzle.com/articles/effects-of-video-games-on-children.html>

9 <http://www.gameinnovator.com/health.php>



(especially youngsters) who are undergoing painful treatment for ailments like cancer can use video games to distract themselves from the pain for extended periods."<sup>10</sup>

In addition, the creativity on images can be used in real life; those images which built up beautiful settings are not totally useless. The creations can help teen to be more creative, and get more involved in creating those images.

The debate will continue and the situation is changing, but there is no doubt that violent video games have certain credit to exist. They can help the teens to develop their skills.

## 5 The both sided video game influences

Video games open many different ways in learning, for both good things and bad things, many different skills can be gained while trying to win the game, if the teens manage to use those skills in real life, they will find it very useful. Like follow the instructions, response quickly, team work (when playing with other people online) and mathematical skills.

*evidence  
P/S*

In contrast, the typical traditional learning methods are narrower and less fun. With technology improvements, the way of learning has become broader through media. With less knowledge and information in the typical traditional learning methods, this turns out to be an obstacle for the teens' development. Video games even violent video games can still be used as a media to hold information much more efficient than the traditional ways, some research shows.

However, together with useful things, many useless or even harmful things emerged and begin to spread quickly, since it more attractive to the teens. This has caused many problems, which are common but important to consider. They are being isolated when playing, tend to be more aggressive, which may cause problems in social life is regarded as a big issue to rise. It may go deeper and wider to get worse, making them only willing to stay in the games rather than facing the reality.

By showing both sides, it is clear that in the case of violent video games the negatives are more than the positives. The both sided influences are both significant. However, it is more likely that the teens get into bad habits, such as playing those violent video games too much. In the case of addiction there do not seem to be any significant positive impacts; therefore I would only focus on their negatives.

A series of negative influences can lead to social problems like fighting, shooting or unexpected suicides, which can be done in games many times. As one said when they lose a game, they lose nothing in real life. As a result they don't care anything in real life because they think they won't lose. They can not distinguish between games and real life. Severe

*There is little evidence of real research - there are few references*

<sup>10</sup> <http://www.gameinnovator.com/health.php>



fights, murders even suicides can happen, which causes serious problems for society, although this only happen occasionally.

Those are the extreme cases. However, they can happen in real life, we can not ignore such things because they are sad and painful. Based on the facts above, considering all the factors, the evidence overwhelmingly suggests that the negative sides are much stronger than the positive sides. The positive sides are, in fact, only have shown as a treatment for severe diseases such as cancer, by removing the concentration of the patient, and it only showed a limited effect together with other treatments.

Over all, the influences in the case of addiction are negative, which can lead to severe problems to the teens themselves, and the society. Together with school failure and life mismanagement, which easily gain all the tensions without giving the other side any possible credits.

## Conclusion

It is clear that the violent video games have significantly influenced the U.S. teens both positively and negatively, in most cases we only see the negative because of the negative influences have caused severe problems, partly because the improper use and the massive use of them.

How  
exactly?

We can make our effect to change the situation towards the positive sides. Although we are not able to find solutions in a short time, we see possibilities to guide teens to use video games more appropriately, in the long term.

However, if we consider the case of addiction, the current situation is even worse and it is really hard to deal with addiction. We see in practice many teens are still addicted or even getting addicted to violent video games.

In conclusion, violent video games show much stronger negative influence than positives due to the fact that we are not able to minimize the negatives, but if we can, which is possible to happen in the long term, since we are aiming to, we can use them in a positive way as well. However it is not encouraged to play violent video games over all, after all teens can find other ways to entertain themselves and to develop their skills, there are much more alternative choices which are more interactive and positive.

The RE has potential but the supposed investigation is very shallow - There are few credible references and the essay is quite general and subjective - It often reads as paraphrasing secondary sources that provide little evidence to substantiate claims. The candidate does not show evidence of understanding the EE process.

## Bibliography

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*poor  
dubious/unreliable source*