

E-PORTFOLIO



Justin Agustines
EN202-ON01 // English Composition II
Northern Marianas College
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BRAINSTORM & OUTLINE

Brainstorm & Outline 1: (3 pages)

https://docs.google.com/document/d/1ggDbn-FHY8FiORGTxwK-NU-oJ_4fd8qVhRgTWLQgXbc/edit?usp=sharing

Brainstorm & Outline 2: (3 pages)

https://docs.google.com/document/d/1daKFFGQer3BgwIthRKkVLE_7goXfKQWnGXwyLVRn98k/edit?usp=sharing

Brainstorm & Outline 3: (3 pages)

https://docs.google.com/document/d/1T8OGq_hYG3BFTe-4jLN7zSSH5M5Uao9f-uk--kUK8yk/edit?usp=sharing

Justin Royce Agustines

10/02/2019

EN202-ON01 - English Composition II

1. **Identify what type of Research Question you are asking for**

your project - Relationship (the relationship between video games and violence).

2. **Brainstorm** -

- First, survey the students at NMC and ask their opinion on whether or not video games are directly associated to violence.
- Next, email experts on why or why not video games can negatively-affect one's mentality to the point of them resorting to violence.
- Then, interview people with personal experience regarding this matter.
- Video games does not have a direct link to violence.
- NMC Student's seem to agree with my point, as they often use video games as a way to cope with stress.
- Students also believe that there are bigger reasons to why violence occurs, such as gun laws.

3. **Outline for Process Essay-**

General Thesis: Video games have been such a big topic lately, and one of the most notable discussions of it is whether or not this form of entertainment can be associated to

violence in the real world. In this essay, I will be seeking expert help on this issue, gathering data through a survey made for the students here at NMC, and asking them for an in-depth interview in hopes of answering the question: *Are video games a direct cause for violence to students at NMC?*

Detailed Thesis: Video games have been such a big topic lately, and one of the most notable discussions of it is whether or not this form of entertainment can be associated to violence in the real world. In this essay, I will be seeking expert help on this issue, gathering data through a survey made for the students here at NMC, and asking them for an in-depth interview in hopes of answering the question: *Are video games a direct cause for violence to students at NMC?*

Introduction:

- Survey
- Letters from Expert
- Interviews

First Body: Survey questions/results

1. Types of questions asked
2. Target group of people for survey (NMC students and people around that age demographic)
3. The results, and what of it.

Second Body: Letters from Experts

1. The type of experts I am looking to find.
2. Questions I plan to ask
3. What I plan to do with answers

Third Body: Interviews

1. Who are the people I plan to ask to interview.
 2. Questions I'm planning to the people I am interviewing.
 3. Their answers, and what it could say about the general population's opinion of this topic.

Activity 3: Brainstorm and Outline for Literature Review Essay

In summary- Intro should be an upside down pyramid - showing a broad search of literature to a narrow view of what will be used in your essay with the general and detailed thesis required in academic essays. BP1-3 or 4 should discuss the perceptions you have found on your topic describing the literature and how it will be applied in your project BP 4 or 5 (depending on the length of your essay should critically analyze in depth a minimum of 1, I suggest 2 pertinent studies on your topic.) The conclusion should summarize what was done and where your project fits with the literature reviewed i.e., (fills a gap, provides a new perspective, adds to the information known, describes a new area not readily published).

1. Identify what type of Research Question you are asking for your project:

- Relationship (Between Videogames and Violence)

2. Brainstorm:

- Firstly, Show and explain the sources I will be using for my essay.
- Next, Analyze the topics and points within my sources.
- And finally, come up with reasons on how my sources can be used for my research essay.
- Video games are said to actually help people with dealing with aggression instead of leading to it.
- A person can want to shoot up a school/mall, regardless of video games and exposure to violence.

3. Outline for Process Essay:

- **General Thesis:** Video games have been focused on after the shootings of El Paso, Texas and Dayton, Ohio due to the Presidents belief that video games are glorifying violence, questioning whether or not video games do have an effect on violence. In this essay, I will be looking at sources, other research conducted by experts, as well as contacting them to answer a few of my questions: Do you think that people can be pushed to do violent actions, specifically shootings, because of a video game? Why would they be? Why wouldn't they be?
- **Detailed Thesis:** Video games have been focused on after the shootings of El Paso, Texas and Dayton, Ohio due to the Presidents belief that video games are glorifying violence, questioning whether or not video games do have an effect on violence. In this essay, I will be looking at sources, other research conducted by experts, as well as contacting them to answer a few of my questions: Do you think that people can be pushed to do violent actions, specifically shootings, because of a video game? Why would they be? Why wouldn't they be?
 - **Introduction:**
 - Go through my literature sources, and then explain how I went about narrowing it down.
 - Quickly explain the information I found in literature sources.

- The things I got from my literature sources that will be in the paper.
- **Body Paragraph #1-4:** Describe perceptions and the information on each literature.
 - Describe information on each point
 - My scholar literature sources.
 - My non-scholar literature sources.
- **Body Paragraph #5-6:** Analyzation of pertinent topics
 - Explain the evidence from both non-scholarly and scholarly sources.
 - Use the evidence to argue why video games do not lead to violence.
- **Body Paragraph 7:** Relevance of the literature source.
 - Explain how the sources will be applied in my research paper.
- **Conclusion:**
 - Summarize points.
 - Restate thesis.

Brainstorm and Outline - Final Research Report

General Thesis:

After the recent shootings in Texas and Ohio, the President decided to pin the blame on video games glorifying violence while addressing the shootings. This sparked conversations between many, many people-- making them reconsider what games they are playing and if parents should be concerned with the content that their children are absorbing. This essay takes on the challenge of answering this controversial question, are video games really causing people to shoot others? To answer this question, the student researcher will be reviewing his literature sources, answering some questions, explaining the process of making his essay, and analyzing his findings from a student survey that he conducted.

Layout/Body Paragraphs:

1. Cover Page

2. Table of Contents

3. Abstract

- a. Justin Royce Agustines, student from Northern Marianas College and aspiring school counselor, describes a three-month study centered around videogames and violence. The purpose of this essay was to make people aware of the tragic shootings that took place in America recently and what was being said about those events— specifically how the President was pinning the blame on video games instead of addressing other concerns, such as the mental health of the person or gun control laws. After looking through his sources, it seems like most believe that video games are not the cause of violence but it doesn't remove the fact that video games can

lead to aggressive behavior. The reason why this is so important is because finding out the cause of violent behavior, such as public shootings, and eradicating it will help many lives.

4. Introduction

- a. After the recent shootings in Texas and Ohio, the President decided to pin the blame on video games glorifying violence while addressing the shootings. This sparked conversations between many, many people-- making them reconsider what games they are playing and if parents should be concerned with the content that their children are absorbing. This essay takes on the challenge of answering this controversial question, are video games really causing people to shoot others? To answer this question, the student researcher will be reviewing his literature sources, answering some questions, explaining the process of making his essay, and analyzing his findings from a student survey that he conducted.

5. Literature Review

- a. Adhiti Bandlamudi's web article *Debunking the Video Game Cause Gun Violence Myth*

6. Research Question

- a. Questions on Moodle

7. Methodology "Process"

- a. Student Surveys
- b. Letters to Experts

8. Analysis/Findings

- a. 39 people answered the survey
- b. 77% play video games, with the most popular platform being mobile devices.
- c. 33% answered that they were aggressive, most people answered 4 & 7 about the likelihood of acting out their aggression.

- d. 74% are aware of the misconception of video games causing violence, with most people having a neutral stance or disagreeing.

9. Discussion

- a. Most students play video games, and a small portion of students consider themselves aggressive.
- b. The community we live in are fairly calm and safe, despite playing video games.

10. Conclusion

- a. To conclude, the four aspects that were used in this essay was the reviewing of literature sources, answering some research questions, explaining the process of creating his essay, and an analysis of the findings of a survey the student researcher conducted. In the end, the question mostly remains unanswered- but the one thing that can be taken away from this experience is the fact that whether or not video games do cause violence, there are even more pressing matters such as gun control laws or mental health-- and not what games are being played by teens.

11. References

12. Appendices

- a. Video Game Demographic Data
- b. Aggression Demographic Data
- c. Politics Awareness Data

ESSAY 1: PERSUASIVE ESSAY

<https://docs.google.com/document/d/1PM9pFRbkgIKetpNHXiuQ8jxfBAowrAALOHuNIDc4qk/edit?usp=sharing>

Research Proposal/Proposal Essay/Persuasive Essay

Can Video Games Encourage Gun Violence

EN202 - ON01 English Composition II

Kimberly Bunts-Anderson

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Justin Royce M. Agustines

24321

2019/September

After the tragic and unfortunate shootings in El Paso, Texas and Dayton, Ohio, President Trump came out during his post-tragedy press conference and said that “We should stop the glorification of violence in our society. This includes the gruesome and grisly video games that are now commonplace.” Because of this, a big focus was set on video games and the violent influences that they have. This topic is interesting because it sparks questions. Do video games really have a negative impact? Will my kid have violent thoughts if he/she plays video games? Am I going to be safe around gamers? Whether is does or does not, video games have become an integral part of media that is inescapable. And having everyone educating themselves about the matter, instead of blindly blaming something completely unrelated, would allow for more serious discussions and better solutions to the problem at hand: gun violence.

The stance taken during Justin Agustines’s Illustration Essay was that video games do not cause violence. The points made to support his claim was that games create a safe space to vent anger, are not all violent, and had a clear distinction between real-life and games. The researcher touched on how games are and will always be a method of stress relief and that most gamers play it for that reason. Not only that, but the point that a misconception that all games are violent was made. It was clear that the researcher thought that it should be abolished. He pointed out that there are many, many games that don’t follow this stereotype exists and gave examples of some. Finally, he mentions a disconnect between player and game- where a player knows and understands that the video game is clearly not real-life, especially because of the fantastical and exaggerated images or settings.

The 5 literature sources that the student researcher used comprised of 9 non-academic articles. Most relating to researchers studying the correlation between videogames and violence made by news articles. Others were video game blogs giving their own input on the situation. These articles were mostly for seeing what most gamers and non-gamers think of this topic. Currently there are no academic or local articles found on the topic as most required money to look at the text or just generally don’t exist. To make up for that unfortunate event the researcher plans on asking a portion of the NMC school about their stances on this topic. Knowing about their opinion after the interview and questions will prove to be useful as it is not only showing what Saipan’s gamer community is like, but it is also allowing for opportunities for discussion.

The process of how the student, Justin Agustines, will comprise of two strategies. First, will be an interview with a small group of NMC students and possibly teachers on their opinion on the matter. Finding out if they play video games and if so, ask them how often do they get violent while playing said game. Also knowing if they know about the president's recent claim and if they agree or not. The second method will be to email a professional researcher that has conducted study and ask them about their findings. This method will not only cover the academic part of the researching process but also allow me to get first hand information from the researcher themselves. About 2 or 3 professionals will be contacted.

Due to the unfortunate shortening of the semester, Agustines will have to make specific times to make time for the data collecting mentioned earlier. Provided below are tables that show how the student researcher will go about managing his time for this activity. Managing time and staying committed to the plan will be extremely important in the completion of this assignment. Table one lists possible days for the interviews, allowing extra days for uncontrollable events or news. Table two shows the time allocated towards all of the essays before the research essay and the research essay itself. Again, allowing extra days for breaks or more uncontrollable events. Assuming everything goes to plan, everything will go quickly and smoothly.

Table 1:

| | |
|--------------------|-----------------------------------|
| October 7-20, 2019 | Interview and Questions |
| October 5-6,2019 | Emailing Professional Researchers |

Table 2:

| | |
|-----------------------|------------------------------|
| September 24-26, 2019 | Redrafting Essay 2 |
| October 6-10, 2019 | Writing Essay 3: Processes |
| October 11-17, 2019 | Redrafting Essay 3 |
| October 18-24, 2019 | Writing Essay 4: Descriptive |
| October 24-31, 2019 | Redrafting Essay 4 |

| | |
|----------------------|----------------------------------|
| November 5-14, 2019 | Writing Final Research Report |
| November 14-21, 2019 | Redrafting Final Research Report |

In conclusion, the topic of video games causing gun violence is very interesting and important to the student researcher, Justin Agustines. The point of view that Agustines takes on his illustrative essay is on the second paragraph, stating that he does not believe that video games are correlated to violence in any way. He gives points to that argument stating that video games are stress relievers, are not rage inducing, and make players understand that there is a difference between real-life and videogames. The third paragraph is where the method of collecting data is mentioned, where interviewing and emailing methods will be used. Next is the schedule of how Agustines will start his data collecting, as well as the days where he will work on the other assignment essays. With all of this preparation, the student researcher is confident in creating a research essay on gun violence and video games.

Reference List:

- Khan, J. (2019, September 9). The best video games of 2019 (so far). *Thrillist*. Retrieved on September 13, 2019 from <https://www.thrillist.com/entertainment/nation/best-video-games-2019>
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- Thompson, K. M. & Haninger, K. (2001, August 1). Violence in e-rated video games. *Jama Network*. Retrieved on September 19, 2019 from <https://jamanetwork.com/journals/jama/article-abstract/194068>

ESSAY 2: ILLUSTRATIVE ESSAY

<https://docs.google.com/document/d/1WUcH7gU08CDuWW8uxURKrCBuRdo9hH49yAf3oSTtFEE/edit?usp=sharing>

Illustrative Essay

Video Games Do Not Cause Violence

Northern Marianas College

EN202 - ON01 English Composition II

Kimberly Bunts-Anderson

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24321

2019/September

Video Games Do Not Cause Violence

With the increasing interest of competitive video games, such as Fortnite and Apex Legends, gamers are bound to feel challenged by others and ultimately act out due to the feeling of inferiority. Every day you see videos of people lashing out and raging at their computers due to their character dying or losing a match in a video game. This must mean that video games equals violence... right? Wrong. There are many gamers that do not act like the people in those videos. Many would argue that video games can prevent violence. In fact, research done by Andrew Przybylski, a professor of psychology at the University of Oxford, and Dr. Netta Weinstein on whether or not violence is caused by video games. Their research studied over 1,000 british teens aged between 14-15 and their behavior and yielded results that showed no correlation between the two. With that being said, video games should not lead to violence because they can create a safe space for letting out anger, are generally not rage-inducing, and usually has a disconnect between the player and the game.

One of the most powerful benefits that video games have is the ability to create safe spaces to vent and release anger in a healthy manner. In fact, asking any gamers why they play video games and a majority of them will say that they do it for stress relief. A 2010 study facilitated by Associates professor Dr. Christopher J. Ferguson showed that people who play violent video games seem to have the mental skills needed to handle stress, become less depressed, and get less hostile during stressful tasks. Ferguson actually argues that video games could be used as a form of therapy to help people work through their frustrations in real life. While others could argue that allowing people to let out their anger while playing games will normalize the emotion and therefore allowing it to manifest in their everyday lives, there are

many studies that show that letting them play the games help them. Allow gamers to get angry at a game, at least they are doing it in a safe area where they won't hurt real life people.

Another misconception that is brought up when the video games cause violence debate comes up is that all games are violent and induce rage. While yes, competitive games that get gamers angry has been rising in popularity- a whole sea of games that don't follow that formula exist. These formula-breaking games such as Minecraft, Pokemon, and Legend of Zelda, are all games that players could indulge in for hours upon hours, just playing and enjoying their time. Minecraft, a survival-type game that literally plops you into a world where you are free to do and create anything you want within the game, promotes creativity, self-direction, and collaboration while also sprinkling in the fun aspects of survival. This game and many others challenge the belief that violence is caused by video games debate, as the video game literally does not have any violence promoting propaganda.

Finally, the last reason to why video games could not be associated with violence is because most players know and understand that they are playing a game. There is a big disconnect between real-life and the world on the screen. While a big factor to games among the video gamer community is the immersive factor, players know that they aren't able to get the full experience because they're ultimately controlling a character and not performing the actions themselves. Not only this, but most games are set in a fantastical world separate from our own, displaying outrageous images such as magical systems, mythical beings, or even war-like environments. Even the realistic looking games aren't always as realistic, possessing characters with traits that normal people would possess in our real world.

In conclusion, video games provide numerous benefits to people. While video games do invite fits of anger, they lack a direct relationship with real-life violence. Unlike most recent popular games however, there are many games that give a safe space to relieve stress and to sit back and relax. These games are marketed towards a single-player audience, where a player is able to get the full experience even while playing alone. Another factor video games have is the disconnect between the video game and reality, as many games are set in a world very different from ours. Ultimately, the stigma that video games cause violence should be retired from debates and not be considered a valuable argument as there are many factors that show that video games actually help prevent said violence.

References

- Khan, J. (2019, September 9). The best video games of 2019 (so far). *Thrillist*. Retrieved on September 13, 2019 from <https://www.thrillist.com/entertainment/nation/best-video-games-2019>
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ESSAY 3: PROCESS ESSAY

https://docs.google.com/document/d/1R9lfD3_G0lGeoo_6ioIE25mVUX0sGQLe86zWtt_xby2k/edit?usp=sharing

Research Process Essay
Can Video Games Encourage Gun Violence

EN202 - ON01 English Composition II

Kimberly Bunts-Anderson

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24321

2019/October

Can Video Games Encourage Gun Violence?

On August 3rd and 4th, America went through an unfortunate shooting in El Paso, Texas and Dayton, Ohio. Following through, the president held his post-tragedy press conference where he decided to point a finger at video games-- and stating that games "glorify" violence in our society. Because of this, conversations have been floating around on the internet and in real life, asking one question. "Is there really a correlation between video games and gun violence?" This essay will attempt to challenge that claim by asking and interviewing NMC students their opinion on the claim, giving out a survey to NMC students for them to fill out, looking at recent news outlets for fresh examples of gun violence, as well as emailing an expert and asking what they have gotten from their own research. These methods will help the researcher out by finding out NMC's general opinion on video games and gun violence. Looking at news outlets will allow the researcher to explain recent situations regarding gun violence without spreading misinformation, something that he wants to prevent. And lastly, emailing experts will allow the researcher to get actual first hand information on the topic that has been conducted by an expert. However, **if hunting down the email address of someone tied to the research topic is unnecessarily difficult, he will make an attempt to be careful as the expert might not be accepting unsolicited emails from strangers.** (Ballenger, 2017)

The method that the researcher will use to obtain data from NMC students is through surveys and interviews. The information that will be acquired from these two methods will be the general opinion on video games and gun violence. The first method, surveying, will first get the background on the person taking the survey, specifically asking questions related to video games. "Do you play video games?" "How often do you play video games?" "What do you play video

games on?" The next part asks about the person's aggressiveness. "Are you an aggressive person?" "How likely are you to act on your aggression?" "Have you been aggressive because of a video game?" The last part is a bit more specific, asking questions more related to the topic. "Have they heard of shootings?" "Have they heard of what President Donald Trump said about the shootings?" "What do they think of video games causing violence?" The second method, interviewing, will again ask for background on video games and aggression. The researcher will ask the same questions regarding that section. However, the difference between the survey and the interview is that the interview will focus more on what the interviewee thinks is the reason behind shootings and ways to prevent them.

In terms of emailing the experts, the researcher plans on casting a very wide net. He understands that most experts won't be able to respond to the emails due to factors such as other priorities and situations where the expert might not be able to see their own email. So, the plan to email a wide variety of experts will combat this problem. In terms of credibility, the researcher will be looking up scholarly articles and their creators, finding their contact information and emailing them. The questions that he will ask them will purely be information based, asking if the expert could reveal what their studies have shown and possibly what they think could be a potential solution to this nation-wide problem. The information given will be looked over and confirmed through messaging if possible, and utilized in the research paper as much as possible. The researcher expects to get information centered mostly on a specific demographic, such as the place where the research was conducted or the age of the people researched on.

The third method is to look at recent news reports. The news reports that will be looked at will focus on gun violence crimes. The researcher will categorize these reports into two

categories: articles where video games are mentioned, and articles where video games are NOT mentioned. This will allow the researcher to see if there is a correlation between video games and gun violence at face value. However, to ensure that proper research is conducted, the researcher will also look into the criminal's life if possible, and see if videogames are prominent in their own lives. The information the researcher expects to get from this method is how often shootings happen in America, what shooters reasons might be, and where might be the place that this happens the most recent.

In conclusion, the information that will be conducted as I research will not only focus a lot on the opinions of a certain demographic, NMC students, but will also be based on real-life research done by experts. The methods that will be used are surveys and interviews, emailing experts, as well as looking into recent news on gun violence. The information that will be acquired by these methods will help me know if video games do influence violence, and what games might lead to a person to shoot another person. However, if video games are not the cause of gun violence, the essay will find out what is actually influencing people to point guns towards other people. In the end, after acquiring the information for this research paper, the main point of it all is to hopefully let others be more educated on something serious such as the killing of other people.

References:

- Khan, J. (2019, September 9). The best video games of 2019 (so far). *Thrillist*. Retrieved on September 13, 2019 from <https://www.thrillist.com/entertainment/nation/best-video-games-2019>
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ESSAY 4: LITERATURE REVIEW

<https://docs.google.com/document/d/1TdimxkId9iEOZM0oNksyMkISKahd-hbFWJvdMYVHsc8/edit?usp=sharing>

Literature Review

Can Video Games Encourage Gun Violence

EN202 - ON01 English Composition II

Kimberly Bunts-Anderson

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24321

2019/October

Can Video Games Encourage Gun Violence?

After the recent shootings in Texas and Ohio, the President decided to pin the blame on video games glorifying violence while addressing the shootings. This sparked conversations between many, many people-- making them reconsider what games they are playing and if parents should be concerned with the content that their children are absorbing. In this essay, the student researcher has conducted research to attempt at answering the question: "Are video games a factor to the gun violence crimes in America?" The methods that were used were the recent survey that the student researcher conducted, research on news articles that report on the news and studies performed by professors, as well as analyzing a study himself to gain a better understanding of the topic.

In this essay, the first aspect that will be focused on is the survey that the researcher has conducted. Exactly 32 responses were gathered, all of those respondents being students from Northern Marianas College. The purpose of the essay was to first gather some video game background on the respondent, but then delved deeper into more specific questions for the research paper. And according to the survey, the side that disagrees with the "video games are glorifying video games" statement was favored. To be exact, out of the 32 respondents, 43.8% disagree with Donald Trump's statement, 18.8% agree with him, and 37.5% have neutral views. And when asked to delve into their stance a bit more, it showed the same results. Some mention that video games do not influence violence, and instead put the blame on the person-- stating that: "Only the people with no discipline would be so violent." While others mention that video games can influence the younger audience, such as children or teens. One respondent states that "It gives the children and teens a feel of killing people and stealing stuff. Most children have fun

doing it for example on GTA. This is possibly part of the reason why there are many school shootings.” However, the majority find the question very difficult to answer- resting on the “it depends” category. A respondent answers: “It really depends on how addicted the person can get to the games that they play and how much money they invest on it. When things go to waste, it can cause someone to get angry, thinking, ‘Oh man. Did I really just waste money and/or time on this only to do a shit job?’ But others can be more mellow. It’s not a definite yes or no.”

Breaking away from the Northern Marianas, many articles actually side against Donald Trump on his claim that video games do cause violence. While many approached it in a fairly biased manner, there were a good amount that were mostly reporting on the news and giving very little input on the situation. One of the sources that was used, CBS News, reports that James Ivory, a professor and research director at Virginia Tech, believes that video games actually do not cause gun violence and that there are other factors to it. However, the public does not like to address those concerns and instead point to video games because “we don’t want to talk about other things that we know are much more likely to be relevant.” (2019) Ivory says. Another one of the sources, Vox, mentions that “many members of the public, as well as researchers and some politicians, have counter argued that blaming video games sidesteps the real issue at the root of America’s mass shooting problem: a need for stronger gun control.” (2019)

Body 4: Analysis of Actual Study

Lastly, the study that will be analyzed and compared to the researchers studies will be Christopher Ferguson’s (PhD) study on Video Game Violence. The news place that is reporting on this study is Stetson University Today, written on August 22nd, 2019. The article is titled “Chris Ferguson and the Myth of Video Game Violence.” The study that was conducted by

Ferguson involved randomly assigned college students playing video games-- split between violent video games and non-violent video games. Afterwards, participants would be tested on their level of aggression by various methods. However, he added a third group to the study, which let some participants chose the video game that they will be playing. In the end, none of the games seemed to cause any increased aggression. How this information will be used in the student researcher’s data is through comparing their own survey questions to the study that was conducted to an actual professor. Through this method, the researcher can probably try to deduce why a person might be inclined to or not to perform violent actions after, before, or during a video game.

To conclude, the three aspects that were used in this literature review essay was the student researcher’s survey, research on news articles that reported on the news and looked at studies, as well as analyzing an actual study as well. In the end, most sources believe that there is not a correlation between videogames and violence and make arguments that there are more pressing matters such as gun control laws or mental health-- and not what games are being played by teens.

References:

- Khan, J. (2019, September 9). The best video games of 2019 (so far). *Thrillist*. Retrieved on September 13, 2019 from <https://www.thrillist.com/entertainment/nation/best-video-games-2019>
- Dube, R. (2015, September 11). Science proves that playing video games reduces your stress. *MakeUseOf*. Retrieved on September 13, 2019 from <https://www.makeuseof.com/tag/video-game-stress-reduction-need-start-playing-right-now/>.
- Chang, A. (2019, August 9). Why video games aren't causing america's gun problem, in one chart. *Vox*. Retrieved on September 13, 2019 from <https://www.vox.com/policy-and-politics/2019/8/5/20755092/gun-shooting-video-game-chart>.
- Romano, A. (2019, August 26). The frustrating, enduring debate over video games, violence, and guns. *Vox*. Retrieved on September 13, 2019 from <https://www.vox.com/2019/8/26/20754659/video-games-and-violence-debate-moral-panic-history>.
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- Kaser, R. (2019). President donald trump blames video games (again) for mass shooting. *The Next Web*. Retrieved on September 19, 2019 from <https://thenextweb.com/gaming/2019/08/05/president-donald-trump-video-games-el-paso-dayton-shooting/>
- O'Kane, C. & Haoues, R. (2019, August 9). Playing video games does not make you a mass shooter, expert says. *CBS News*. Retrieved on September 19, 2019 from <https://www.cbsnews.com/news/do-video-games-cause-violence-expert-says-playing-violent-video-games-does-not-make-you-a-mass-shooter/>
- Thompson, K. M. & Haninger, K. (2001, August 1). Violence in e-rated video games. *Jama Network*. Retrieved on September 19, 2019 from <https://jamanetwork.com/journals/jama/article-abstract/194068>

READING NOTES

1 & 2:

https://docs.google.com/document/d/1FikEEcYTF_fW-XIkggcD-IibCcJva5tp48EETsG4MvU/edit?usp=sharing

3 & 4:

<https://docs.google.com/document/d/19yPZbZ4CaQ0mUB3aSeOVSAj9IHPQNLNMNlkEpVYHJ470/edit?usp=sharing>

5 & 6:

<https://docs.google.com/document/d/1VchLyswK5BTV7YfmZdrmrBSxkuglpW5WEZHx8jgkCKs/edit?usp=sharing>

7 & 8:

https://docs.google.com/document/d/1q7ZurTfEl4gxi1NIsl_2Z4MaMSD_pU5YIXDeohjXJ98/edit?usp=sharing

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Northern Marianas College
October 19th, 2019

Note Taking Sheet: Reading #1

With many sources to read and evaluate, you need a way to keep track of the material you may use in your research paper. You need to record where you have looked, what you have found, and how to find each piece of information again (this is for your bibliography).

Directions: Fill in the information below, and keep up with all of your resources. This will help you when it is time to write both your outline, paper, and annotated bibliography.

1. **Author's Name:** Alvin Chang
2. **Author's Credentials:** Master's Degree from NYU's Interactive Telecommunications Program &
3. **Publisher [or title of organization]:** Vox
4. **Heading of Section [title of reading]:** Why video games aren't causing America's gun problem, in one chart
5. **Year Written:** 2019
6. **Pages:** N/A
7. **Website URL:**
<https://www.vox.com/policy-and-politics/2019/8/5/20755092/gun-shooting-video-game-chart>

| Main Ideas/Points | Important Quotations | Supporting Details | Relevance to Your Assignment |
|-------------------|----------------------|--------------------|------------------------------|
|-------------------|----------------------|--------------------|------------------------------|

| | | | |
|---|--|---|--|
| <ul style="list-style-type: none"> • Video Games are not the reason why America is experiencing shootings. | <ul style="list-style-type: none"> • “Republican leaders are again saying video games are the problem.” • “There is research showing violent video games can make people more physically aggressive — but this is true of people in all countries, not just the US.” • “But the story isn't that Republicans are blaming video games. Rather, it's that they're blaming anything other than lax guns laws and the huge number of firearms in this country.” | <ul style="list-style-type: none"> • USA's Video Game Revenue is 3rd place. (2019) • USA's Violent Gun Deaths are 1st place. (2017) • Violent Gun Death data is from the Institute for Health Metrics and Evaluation • Video Game Revenue data is from Newzoo, a gaming analytics company | <ul style="list-style-type: none"> • Argument against video games causing gun violence crime. |
|---|--|---|--|

1. **In this article, is it possible that any of the authors might have a bias about the subject matter? Provide examples if needed.**
 - a. Yes. The author of the article takes the side of “video games do NOT cause violence.”
2. **Is the article timely or a bit outdated?**
 - a. The article is timely.
3. **Was it published in a reputable source?**
 - a. Not so much, Vox is said to be quite “left-leaning” and never includes a “right-leaning” perspective.
4. **Is it not an academic source?**
 - a. Yes, this is not an academic source.
5. **Other important information:**
 - a. Japan is 1st place in Video Game Revenue but has a very insignificant amount of Violent Gun Deaths.

Note Taking Sheet: Reading #2

With many sources to read and evaluate, you need a way to keep track of the material you may use in your research paper. You need to record where you have looked, what you have found, and how to find each piece of information again (this is for your bibliography).

Directions: Fill in the information below, and keep up with all of your resources. This will help you when it is time to write both your outline, paper, and annotated bibliography.

- Author's Name:** Ollie Barder
- Author's Credentials:** Unknown
- Publisher [or title of organization]:** Forbes
- Heading of Section [title of reading]:** New Study Shows That There Is No Link Between Violent Video Games and Aggression in Teenagers
- Year Written:** 2019
- Pages:** N/A
- Website URL:**
<https://www.forbes.com/sites/olliebarder/2019/02/15/new-study-shows-that-t here-is-no-link-between-violent-video-games-and-aggression-in-teenagers/#78bd4200328e>

| Main Ideas/Points | Important Quotations | Supporting Details | Relevance to Your Assignment |
|--|--|--|---|
| <ul style="list-style-type: none"> A study shows that there is no link between playing violent video games and aggression in adolescents. | <ul style="list-style-type: none"> "Courtesy of the Oxford Internet Institute and the University of Oxford, this new study was published in Royal Society Open Science and is being touted as being one of the most comprehensive | <ul style="list-style-type: none"> Study is a combination of subjective and objective data to measure teen aggression and violence in games. Comprised of British 14 to 15 year olds and an equal number of parents or carers, totalling 2,008 | <ul style="list-style-type: none"> Study to support my claim: Video Games are not the root of Gun Violence |

| | | | |
|--|---|--|--|
| | <p>studies on the subject to date."</p> <ul style="list-style-type: none"> Not to mention we have all the counter studies that actually show that playing video games has clear cognitive benefits, so it really is about time that video games were no longer demonized as the cause for all of society's woes and accepted for what they are." | <p>subjects.</p> <ul style="list-style-type: none"> Results showed that there was no link between violent video games and teenage aggression. | |
|--|---|--|--|

- In this article, is it possible that any of the authors might have a bias about the subject matter? Provide examples if needed.**
 - Yes, the article took the side of "Video games do NOT cause gun violence."
- Is the article timely or a bit outdated?**
 - Timely.
- Was it published in a reputable source?**
 - Most likely, yes. It is said that Forbes is mostly factual.
- Is it not an academic source?**
 - Not Academic
- Other important information:**
 -

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Note Taking Sheet: Reading #3

With many sources to read and evaluate, you need a way to keep track of the material you may use in your research paper. You need to record where you have looked, what you have found, and how to find each piece of information again (this is for your bibliography).

Directions: Fill in the information below, and keep up with all of your resources. This will help you when it is time to write both your outline, paper, and annotated bibliography.

1. **Author's Name:** Nicholas Matthews
2. **Author's Credentials:** PhD. Candidate in Telecommunications department at Indiana University.
3. **Publisher [or title of organization]:** Gamasutra: The Art & Business of Making Games
4. **Heading of Section [title of reading]:** Video games, violence, and common sense
5. **Year Written:** 2013
6. **Pages:** N/A
7. **Website URL:**
https://www.gamasutra.com/blogs/NicholasMatthews/20130402/189739/Video_games_violence_and_common_sense.php

| Main Ideas/Points | Important Quotations | Supporting Details | Relevance to Your Assignment |
|-------------------|----------------------|--------------------|------------------------------|
|-------------------|----------------------|--------------------|------------------------------|

| | | | |
|--|--|--|--|
| <ul style="list-style-type: none"> • Ways to reduce the harmful effects of violent content on youth | <ul style="list-style-type: none"> • "During these critical periods, we need to look closely at what we know, we need to extend (collectively) the boundaries of what we know, and we need to never lose sight of common sense." • "If reducing adverse effects of violent content on youth is the goal, then research identifies a handful of options." | <ul style="list-style-type: none"> • Instilling media literacy is one avenue. • Another option is to create media with prosocial messages (e.g., violence is wrong, sharing is good). • A final option is parental mediation. | <ul style="list-style-type: none"> • Proposes a solution to the problem I'm arguing against |
|--|--|--|--|

1. **In this article, is it possible that any of the authors might have a bias about the subject matter? Provide examples if needed.**
 - a. Likely not. Mostly reports on information
2. **Is the article timely or a bit outdated?**
 - a. Outdated
3. **Was it published in a reputable source?**
 - a. Unsure
4. **Is it not an academic source?**
 - a. Academic Source
5. **Other important information:**
 - a. --

Note Taking Sheet: Reading #4

With many sources to read and evaluate, you need a way to keep track of the material you may use in your research paper. You need to record where you have looked, what you have found, and how to find each piece of information again (this is for your bibliography).

Directions: Fill in the information below, and keep up with all of your resources. This will help you when it is time to write both your outline, paper, and annotated bibliography.

8. **Author's Name:** Christopher P. Barlett
9. **Author's Credentials:** Associate Professor in Psychology at Gettysburg College
10. **Publisher [or title of organization]:** SAGE publications
11. **Heading of Section [title of reading]:** Video Game Effects- Confirmed, Suspected, and Speculative
12. **Year Written:** 2009
13. **Pages:** 27
14. **Website URL:** <https://www.kirjastot.fi/sites/default/files/content/09BAS.pdf>

| Main Ideas/Points | Important Quotations | Supporting Details | Relevance to Your Assignment |
|---|---|--|---|
| <ul style="list-style-type: none"> • Negative Outcomes of Video Game | <ul style="list-style-type: none"> • "Multiple studies have found overwhelming evidence to suggest that exposure to violent video games is causally related to each of the internal state variables (aggressive feelings, aggressive thoughts, and physiological arousal) identified by GAM, to aggressive behavior, and other variables." | <ul style="list-style-type: none"> • Physiological Arousal • Aggressive feelings • Aggressive cognitions • Aggressive behavior • Prosocial behavior | <ul style="list-style-type: none"> • Devil's advocate position |

| | | | |
|--|---|---|--|
| <ul style="list-style-type: none"> • Positive Outcomes of Video Games | <ul style="list-style-type: none"> • "Although the research findings presented have demonstrated that violent video game exposure is related to negative societal outcomes, some empirical work (and many advertisements) suggests that video game exposure independent of content is related to improvements in certain types of cognition and learning." | <ul style="list-style-type: none"> • Visual Attention • Spatial Abilities | <ul style="list-style-type: none"> • Points for the argument in the essay |
|--|---|---|--|

6. **In this article, is it possible that any of the authors might have a bias about the subject matter? Provide examples if needed.**
 - a. No, no bias at all.
7. **Is the article timely or a bit outdated?**
 - a. Outdated
8. **Was it published in a reputable source?**
 - a. Yes
9. **Is it not an academic source?**
 - a. Academic Source
10. **Other important information:**
 - a. --

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Note Taking Sheet: Reading #5

With many sources to read and evaluate, you need a way to keep track of the material you may use in your research paper. You need to record where you have looked, what you have found, and how to find each piece of information again (this is for your bibliography).

Directions: Fill in the information below, and keep up with all of your resources. This will help you when it is time to write both your outline, paper, and annotated bibliography.

1. **Author's Name:** Erica Scharrer
2. **Author's Credentials:** PhD from Syracuse University
3. **Publisher [or title of organization]:** Wiley Online Library
4. **Heading of Section [title of reading]:** Teaching about Media Violence
5. **Year Written:** 2018
6. **Pages:** N/A
7. **Website URL:**
<https://onlinelibrary.wiley.com/doi/full/10.1002/9781118978238.iem10231>

| Main Ideas/Points | Important Quotations | Supporting Details | Relevance to Your Assignment |
|-------------------|----------------------|--------------------|------------------------------|
| | | | |

| | | | |
|--|--|--|--|
| <ul style="list-style-type: none"> • Issues and findings in media violence research | <ul style="list-style-type: none"> • "Definitions have evolved from focusing solely on physical acts perpetrated by one character on another and intended to cause harm to including verbal and social manifestations of aggression, for example spreading rumors, calling names, excluding others, and issuing threats." | <ul style="list-style-type: none"> • How to determine whether content in the media meets a definition for violence. | <ul style="list-style-type: none"> • Talks about research towards violence in the media, such as video games. |
|--|--|--|--|

1. **In this article, is it possible that any of the authors might have a bias about the subject matter? Provide examples if needed.**
 - a. Nope.
2. **Is the article timely or a bit outdated?**
 - a. Timely
3. **Was it published in a reputable source?**
 - a. Yes
4. **Is it not an academic source?**
 - a. Academic
5. **Other important information:**
 - a. --

Note Taking Sheet: Reading #6

With many sources to read and evaluate, you need a way to keep track of the material you may use in your research paper. You need to record where you have looked, what you have found, and how to find each piece of information again (this is for your bibliography).

Directions: Fill in the information below, and keep up with all of your resources. This will help you when it is time to write both your outline, paper, and annotated bibliography.

8. **Author's Name:** Cheryl A. King
9. **Author's Credentials:** PhD in Clinical Psychology from Indiana University, Bloomington, Indiana.
10. **Publisher [or title of organization]:** Jama Network Open
11. **Heading of Section [title of reading]:** Gun Violence in Video Games and Subsequent Firearm Play
12. **Year Written:** 2019
13. **Pages:** N/A
14. **Website URL:**
<https://jamanetwork.com/journals/jamanetworkopen/fullarticle/2734795>

| Main Ideas/Points | Important Quotations | Supporting Details | Relevance to Your Assignment |
|--|---|--|--|
| <ul style="list-style-type: none"> • A study by Chang and Bushman reports findings. | <ul style="list-style-type: none"> • “Among the study’s sample of 242 children, 220 (90.9%) found the handguns. Among the children who found a handgun, 38.6% touched a handgun and did not tell an adult and 17.7% pulled the trigger at least 1 time.” | <ul style="list-style-type: none"> • Predictors of children’s greater handgun use are • Trait aggressiveness • Attitude towards guns • Parental estimate of child’s interest in guns • Previous exposure to violent media | <ul style="list-style-type: none"> • Talks about topic, gun violence and video games. |

6. **In this article, is it possible that any of the authors might have a bias about the subject matter? Provide examples if needed.**
 - a. No
7. **Is the article timely or a bit outdated?**
 - a. Timely
8. **Was it published in a reputable source?**
 - a. Unsure
9. **Is it not an academic source?**
 - a. Academic

10. **Other important information:**
 - a. --

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Northern Marianas College
October 26th, 2019

Note Taking Sheet: Reading #7

With many sources to read and evaluate, you need a way to keep track of the material you may use in your research paper. You need to record where you have looked, what you have found, and how to find each piece of information again (this is for your bibliography).

Directions: Fill in the information below, and keep up with all of your resources. This will help you when it is time to write both your outline, paper, and annotated bibliography.

1. **Author's Name:** Rachel Kaser
2. **Author's Credentials:** Unsure.
3. **Publisher [or title of organization]:** The Next Web
4. **Heading of Section [title of reading]:** President Donald Trump blames video games (again) for mass shooting
5. **Year Written:** 2019
6. **Pages:** N/A
7. **Website URL:**
<https://thenextweb.com/gaming/2019/08/05/president-donald-trump-video-games-el-paso-dayton-shooting/>

| Main Ideas/Points | Important Quotations | Supporting Details | Relevance to Your Assignment |
|-------------------|----------------------|--------------------|------------------------------|
|-------------------|----------------------|--------------------|------------------------------|

| | | | |
|---|---|---|---|
| <ul style="list-style-type: none"> • Donald Trump blames Video Games for recent Gun Violence Crime | <ul style="list-style-type: none"> • <i>"We must stop the glorification of violence in our society. This includes the gruesome and grisly video games that are now commonplace. It is too easy today for troubled youth to surround themselves with a culture that celebrates violence. We must stop or substantially reduce this, and it has to begin immediately. Cultural change is hard, but each of us can choose to build a culture that celebrates the inherent worth and dignity of every human life."</i> | <ul style="list-style-type: none"> • Donald Trump states that video games glorify violence, instead of tackling the issue. | <ul style="list-style-type: none"> • Reports on Current Events |
|---|---|---|---|

1. **In this article, is it possible that any of the authors might have a bias about the subject matter? Provide examples if needed.**
 - a. Likely Biased against Donald Trump.
 - i. "Maybe, as a gamer, I'm biased in dismissing this theory out of hand."
2. **Is the article timely or a bit outdated?**
 - a. Timely
3. **Was it published in a reputable source?**
 - a. Likely not, left-center bias.
4. **Is it not an academic source?**

- a. Non-Academic

5. Other important information:

- a. --

Note Taking Sheet: Reading #8

With many sources to read and evaluate, you need a way to keep track of the material you may use in your research paper. You need to record where you have looked, what you have found, and how to find each piece of information again (this is for your bibliography).

Directions: Fill in the information below, and keep up with all of your resources. This will help you when it is time to write both your outline, paper, and annotated bibliography.

- 8. **Author's Name:** Caitlin O'Kane
- 9. **Author's Credentials:** Unsure
- 10. **Publisher [or title of organization]:** CBS News
- 11. **Heading of Section [title of reading]:** Playing Video Games does not make you a mass shooter, expert says
- 12. **Year Written:** 2019
- 13. **Pages:** N/A
- 14. **Website URL:**
<https://www.cbsnews.com/news/do-video-games-cause-violence-expert-says-playing-violent-video-games-does-not-make-you-a-mass-shooter/>

| Main Ideas/Points | Important Quotations | Supporting Details | Relevance to Your Assignment |
|-------------------|----------------------|--------------------|------------------------------|
|-------------------|----------------------|--------------------|------------------------------|

| | | | |
|--|--|--|---|
| <ul style="list-style-type: none"> • Reasons to why Videogames are not reasons behind mass shootings. | <ul style="list-style-type: none"> • "Ivory has researched the social and psychological dimensions of media, particularly the content and effects of video games. He says he's determined that a lot of things influence violent crime – but the media we consume is not one of them." • "I think it's OK morally to have a problem with celebrating violence. It's even OK to say maybe playing video games a lot does something to you, but it definitely doesn't make you a mass shooter. There are other things that affect that," | <ul style="list-style-type: none"> • Strong predictors of violence crime could be poverty, substance abuse, child abuse. • | <ul style="list-style-type: none"> • Argument that sides with my claim |
|--|--|--|---|

6. In this article, is it possible that any of the authors might have a bias about the subject matter? Provide examples if needed.

- a. Likely biased.

7. Is the article timely or a bit outdated?

- a. Timely

8. Was it published in a reputable source?

- a. Likely not, left-center bias.

9. Is it not an academic source?

- a. Non-Academic

10. Other important information:

a. --

STUDENT SCHEDULE

TABLE 1

Data Collecting Schedule

| | |
|--------------------|-----------------------------------|
| October 7-20, 2019 | Interview and Questions |
| October 5-6, 2019 | Emailing Professional Researchers |

7

TABLE 2

Essay Writing Schedule

| | |
|-----------------------|----------------------------------|
| September 24-26, 2019 | Redrafting Essay 2 |
| October 6-10, 2019 | Writing Essay 3: Processes |
| October 11-17, 2019 | Redrafting Essay 3 |
| October 18-24, 2019 | Writing Essay 4: Descriptive |
| October 24-31, 2019 | Redrafting Essay 4 |
| November 5-14, 2019 | Writing Final Research Report |
| November 14-21, 2019 | Redrafting Final Research Report |

8

HYPERLINK TO ALL SOURCES

Barber, O. (2019, February 15). New study shows that there is no link between violent video games and aggression in teenagers.

Forbes. Retrieved on October 18th, 2019 from

<https://www.forbes.com/sites/olliebarber/2019/02/15/new-study-shows-that-there-is-no-link-between-violent-video-games-and-aggression-in-teenagers/#78bd4200328e>

Barlett, C. P. (2009). Video game effects— confirmed, suspected, and speculative. A review of the evidence. *Sage Publications*.

Retrieved on October 19, 2019 from <https://www.kirjastot.fi/sites/default/files/content/09BAS.pdf>

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2019 from <https://www.vox.com/policy-and-politics/2019/8/5/20755092/gun-shooting-video-game-chart>.

Dube, R. (2015, September 11). Science proves that playing video games reduces your stress. *MakeUseOf*. Retrieved on September

13, 2019 from <https://www.makeuseof.com/tag/video-game-stress-reduction-need-start-playing-right-now/>.

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Kaser, R. (2019). President donald trump blames video games (again) for mass shooting. *The Next Web*. Retrieved on September 19, 2019 from <https://thenextweb.com/gaming/2019/08/05/president-donald-trump-video-games-el-paso-dayton-shooting/>

King, C. A. (2019, May 31). Gun violence in video games and subsequent firearm play. An argument for the safe storage of firearms. *JAMA Network*. Retrieved on October 19, 2019 from <https://jamanetwork.com/journals/jamanetworkopen/fullarticle/2734795>

Khan, J. (2019, September 9). The best video games of 2019 (so far). *Thrillist*. Retrieved on September 13, 2019 from <https://www.thrillist.com/entertainment/nation/best-video-games-2019>

Matthews, N. (2013, April 2). Video games, violence, and common sense. *Gamasutra*. Retrieved on October 19, 2019 from https://www.gamasutra.com/blogs/NicholasMatthews/20130402/189739/Video_games_violence_and_common_sense.php

HYPERLINK TO ALL SOURCES

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APPENDICES

Refer to pages 12-16:

<https://docs.google.com/document/d/1P80wmWFO41JtKMXLf-TIKcOuc-HwjyDsmn9UJjB-8PA/edit?usp=sharing>

Appendices

Appendix A - Pilot Study

Number of Researchers: 1

Number of Survey Responses: 39

Demographic: Northern Marianas College Students

Type of Survey: Research Survey

Survey Questions:

1. Do you play Video Games?
2. What do you play games on the most?
3. In a week, how often do you play video games?
4. What types of games do you play? (Choose which applies the most)
5. Would you consider yourself an aggressive person?
6. How likely are you to act out on your aggression?
7. Have you ever gotten aggressive because of a video game? If so, what was the reason?
8. Before this survey, have you heard of the "Video Games Influence Violence" misconception?
9. President Donald Trump stated that video games glorify violence in a post tragedy press conference. Do you agree with that statement?
10. What is your opinion on the video games are influencing violent actions debate?

Appendix B - Results of Pilot Study

Chart 1. Video Game Players vs. Non-Video Game Players Demographic

Do you play Video Games?

39 responses

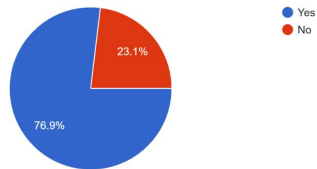


Chart 2. Popular Video Game Console

What do you play games on the most?

39 responses

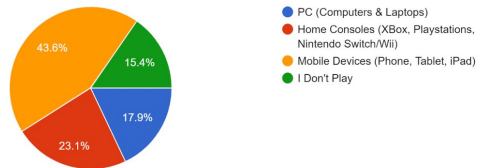


Chart 3. Estimated Time Usage

In a week, how often do you play video games?

39 responses

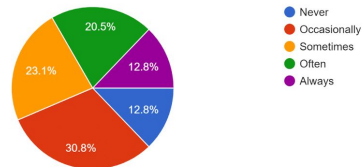


Chart 4. Popular Type of Game

What types of games do you play? (Choose which applies the most)

39 responses

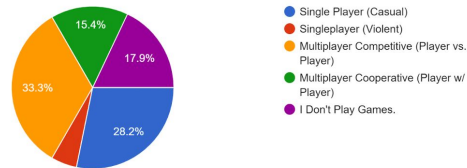


Chart 5. Aggressive vs. Passive Demographic

Would you consider yourself an aggressive person?

39 responses

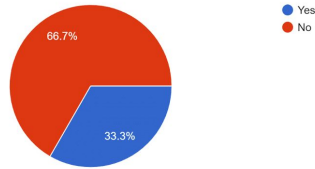


Chart 6. Aggression Scale (1 not likely - 10 very likely)

How likely are you to act out on your aggression?

39 responses

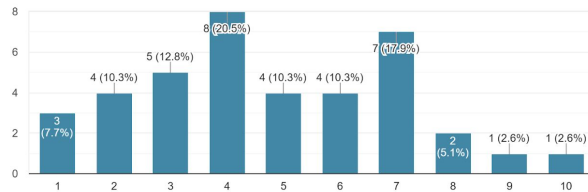


Chart 7. Political Awareness Demographic

Before this survey, have you heard of the "Video Games Influence Violence" misconception?

39 responses

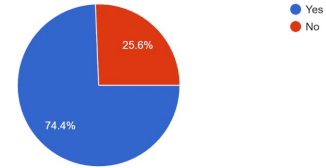


Chart 8. Political Stance Demographic

President Donald Trump stated that video games glorify violence in a post tragedy press conference. Do you agree with that statement?

39 responses

