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Rhetorical analysis - Final draft

In Jack Hollingdale and Tobias Greitemeyer's article "The Effect of Online Violent Video Games on Levels of Aggression," they argue that playing online violent video games affect the players level of aggression because the players interact with other players and experiencing being part of the action game and then their behavior expectedly to be more aggressive than the players who played against computer characters. In this analytical article "The Effect of Online Violent Video Games on Levels of Aggression," Hollingdale and Greitemeyer analyzed the effect of online violent video games on levels of aggression in order to inform video game players and readers in terms of aggressive behavior. Hollingdale and Greitemeyer begin to collect more credibility with some research citing facts, statistics and use emotional appeals. To approach the end of this article, they attract the readers and the players' interest showing their credibility and resources providing facts to their arguments.

Hollingdale and Greitemeyer stated that there is "a research showing no evidence that engagement with violent video games leads to increases in aggression ... warranting the need for further research in this area." They do research whether playing online violent games would increase the negative effects of violent video games. Further to this research, they examined the effect of the specific game experience including "perceived difficulty, enjoyment and action,"

identified to be correlated in increasing the aggressive behaviors.

In this article, the authors use credible sources that will appeal to ethos as well as their argument. These sources include, “the General Aggression Model (GAM),” “from a survey of 312 Chinese adolescents,” and their research was approved by the “University of Sussex’s School of Life Sciences Research Governance Committee (Ethical Approval Reference: RBJH0510).” Citing this source makes their arguments more reliable, it shows that they consult and contrast their arguments to provide credible information. Throughout this article, Hollingdale and Greitemeyer use facts and statistics that will appeal to logos as well as to their argument. Includes, the experiment they conduct participants were randomly assigned to either violent video games online or offline, or neutral video games online or offline. To examine if the online game increases the negative effects of online video games on aggression. Author’s used pathos to appeal their argument. The argument of whether the violent online game increases the players’ aggression level. Authors believe that playing violent video games such as First Shooter Person (FPR) which players control the games interact with other players and they mostly expressed their emotions in more aggressive, it will affect the players’ emotions, behaviors, and way to communicate.

This article is credible, especially the authors give numerous sources to support and contradict their argument. This article’s message is to instruct the players and the readers that violent video games compared to neutral video games increased aggression whether it is an online or offline game. Video game players and a person wants to play video games are being called in this article to inform them and be knowledgeable about the effects of violent video games on their behaviors.

Works Cited

Hollingdale, Jack, and Tobias Greitemeyer. "The Effect of Online Violent Video Games on Level of Aggression." *University of Cincinnati*, Academic Search Complete, 12 Nov. 2014, <https://journals.plos.org/plosone/article?id=10.1371/journal.pone.0111790>