

Artifact: Argumentative Research Paper about benefits of playing video games

Course: English 152

Goal: Critical Thinking

For Critical Thinking I choose my argumentative research paper, The Benefits of Playing Video Games, from English 152. I decided to use this paper because it demonstrated great examples of critical thinking by making an argument that video games are not causing violence and aggression in teens and young adults. Critical thinking was used in this assignment because I do believe that Video games do not pose a negative influence on teens and young adults, but instead offer numerous benefits such as improved critical thinking skills, increased attention span, and decreased stress/anxiety.

**ΦΘK Tips**

**Strengths:**

- **Strong summary on why it does not pose negative logic.**
- **Stating facts in order to construct and develop new ideas.**
- **Writer excelled with interpreting data and drawing conclusions on how the writer was able to show critical thinking on how video games are beneficial.**
- **The writer example did a well job by using critical thinking arguments then opinions. This writer did heavy logic research on how and why video games have benefits. Also this writer thought and used sources from data base that could recognize bias with their logic.**

**Opportunities:**

- **The writer could have put together different ideas from multiple sources and support them by evidence**