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Level : L3

Module :CWP

**LECTURE 3: ANSWERING ESSAY QUESTIONS WITH ‘EVALUATE’**

• Evaluate: To answer this essay question word, we should provide our opinion concerning the extent to which an argument or a set of research findings is accurate. We may also be required to demonstrate the extent to which we agree with a particular argument. It is essential to provide information on both sides of the debate using evidence from a wide range of academic sources stating simultaneously one’s position (for or against) relying on given arguments. A good evaluation will be fact-based, unbiased and reasonable.

• The key to a good evaluative essay is establishing clear and fair criteria, judgments and evidence

• Criteria (the plural of criterion) means establishing what the ideal for the product, place or service should be. It means demonstrating what one should expect as the ideal outcome, Having clear criteria keeps an evaluation from seeming like an opinion. For example, if you are evaluating a restaurant, you want to establish the criteria (quality of food, service, price, cleanliness, etc.) that any good restaurant will adhere to; this criteria can then be applied to the specific restaurant you are evaluating.

• The judgment is the establishment of whether or not the criterion is met. In other words, the judgment is what actually is. Using the example from above, if the first criterion for evaluating a restaurant is the quality of the food, the judgment states whether or not the particular restaurant offers food that meets or exceeds this stated quality.

• The evidence is the details offered to support the judgment. If your judgment is that a particular restaurant does not consistently offer quality food, you need to support this with a variety of evidence to show how the judgment was reached.

• Generally, each body paragraph of an evaluation essay is going to focus on one specific criterion, which should be fully explained, followed by the judgment and a variety of evidence offered as support. Because of this, it is important that any evaluation contains several different criteria, judgments and evidence.

TUTORIAL (TD) 3

Topic: Evaluate the effect of video games on children

Use the following outline to develop your essay

Introduction

Introduce the subject. Write a complete paragraph that introduces the subject.

Write your thesis statement. Establish your thesis statement; this should include the overall judgement and the supporting reasons.

Body Paragraphs

First Reason

• Criterion One. Provide a topic sentence, along with your judgment of the first criterion. You will want to use transition words to help you move smoothly from your thesis to your first reason.

• Support for the first reason. Provide valid supporting information in the form of quotes, examples, expert testimonials, statistics, comparisons, etc.

• Address any objections and refute them. Every argument is always made stronger when the writer is able to address objections, or opposing views, and capable of providing reasons for refuting them.

Second Reason

• Criterion Two. Provide a topic sentence, along with your judgment of the second criterion. You will want to use transition words to help you move smoothly from your thesis to your next reason.

• Support for the second reason. Provide valid supporting information in the form of quotes, examples, expert testimonials, statistics, comparisons, etc.

• Address any objections and refute them. Every argument is always made stronger when the writer is able to address objections, or opposing views, and capable of providing reasons for refuting them.

Third Reason

• Criterion Three. Provide a topic sentence, along with your judgement of the third criterion. You will want to use transition words to help you move smoothly from your thesis to your third reason.

• Support for the third reason. Provide valid supporting information in the form of quotes, examples, expert testimonials, statistics, comparisons, etc.

• Address any objections and refute them. The reasons for this are the same as the abovementioned ones. Never underestimate the need to answer the objections, otherwise your ideas will be considered weaker and not very well founded.

Conclusion

Restate your thesis statement and the purpose of your essay. Remember to change up the verbiage used so that you are not simply copying your opening statement. This is the last section of your work when you may make an impression on your audience. You will sure want to leave your reader with a strong recommendation.

Sample evaluation essay

Video games are perhaps the most popular and widespread form of entertainment at present. Companies that develop video games earn billions of dollars and constantly invest in research aimed to make virtual reality look like reality. Their products become more and more sophisticated, and they attract a wide audience. However, despite all the joy that video games can bring to children and teenagers, who are the main target audiences of game developing companies, actively engaging in video games at such a young age can produce adverse effects.

The harm video games cause can be evaluated by several criteria, and the most obvious among them is the negative effects they can have on physical health. Though the proponents of video gaming claim first-person shooters and real-time strategies sharpen reflexes, increase concentration, and muscle coordination, in reality, teenagers who spend an ample amount of time playing games experience effects that are not so beneficial.

There is a possibility of the loss of sight. Spending hours on a computer or in front of a TV is one of the main causes of blurred vision among youth. In addition, sacrificing healthy physical activities in favor of video gaming may become a risk factor for obesity. Gamers often do not want to interrupt their playing for meals. They eat right in front of the monitor, and their rations often consist of products that can be easily cooked or eaten immediately, such as crisps, chocolate bars, crackers, or other fast foods. All this definitely does not contribute to the proper and healthy development of a young, growing body.

Mental health can also be affected by engaging in video games at a young age. This suggests addiction and inappropriate behavior. It is a well-known fact that many gamers (especially fans of online games) suffer from addiction, which is no less serious than narcomania or alcoholism. For instance, in August 2005, a report surfaced about the death of a 28-year-old South Korean gamer who had spent 50 hours playing a real-time strategy game (BBC). For another significant example, one needs to look no further than July 2012, when a Taiwanese teenager fatally collapsed after a 40-hour game session (Crawley). Cases like these are quite numerous and happen all around the world. They make additional arguments to the negative evaluation of video games as an activity which brings harm to young people.

In its turn, inappropriate behavior can be caused by violence in video games. According to research, children and teenagers who play violent video games tend to be more aggressive. They confront their teachers and peers more often and display a decline in academic achievements. Such psychological deviations also do not implicate video games as a constructive and useful occupation for young people (Crane).

Individuals who spend excessive hours playing video games may lack the capability to distinguish between reality from fantasies. Video games often offer simplified and conditional models of environments, relationships, friendships, and rivalries. Gamers use these models to learn to interact with the world around them, and they often lack skills that would be developed by real-life experience instead of the simulation (Crane). Therefore, it can be implied that another negative effect caused by video games is the inability of social adaptation on the part of the gamer.

It can be concluded that video games are a form of entertainment which is not suitable for children and teenagers. This assessment is based on a number of negative consequences that excessive video gaming causes. Young people who spend an inexplicable sum of hours playing video games are observed to be prone to sight loss and obesity. In addition, they tend to be more aggressive than their peers who do not play video games, and they experience difficulties with social adaptation. Also, video games can lead to addictions that are no less serious than alcoholism or narcomania, as evidenced in recent media stories reporting on deaths among inveterate video gamers. This collection of facts contributes to the negative evaluation of video games as an unwholesome activity for children and teenagers.

References

Crawley, Dan. “Taiwanese Gamer Dies after 40-hour Diablo III Session.” VentureBeat. 18 July, 2012. Web log post. 26 December, 2012.

“S Korean Dies after Games Session.” BBC News. BBC, 10 August 2005. Web. 15 October, 2012.

Crane, Wendy. “Aggression Caused by Video Game Play.” Wack News. AARC, 10 September, 2013. Web. 16 October, 2012.