

## Question Support

**1. Recall** According to “What Video Games Can Teach Us,” why is the military using computer games for training?

**2. Clarify** According to “The Violent Side of Video Games,” what is the “mean world syndrome”?

**3. Summarize** Reread lines 37–46 in “The Violent Side of Video Games.” Then write a summary of Craig Anderson’s discoveries.

**4. Understand Generalizations** A **hasty generalization** is a conclusion drawn from too little evidence. Write *X* next to the passage that is an example of a hasty generalization.

- “In his 2 to 3 years of studying the social influences of video games, Gee has seen a number of young gamers become computer science majors in college.” (lines 32–34)
- “After playing a game called Age of Mythology, Gee says, kids (like his 8-year-old son) often start checking out mythology books from the library . . .” (lines 44–46)

**5. Analyze an Argument** In the chart, list the reasons and the evidence that Sohn uses to support her claim in “What Video Games Can Teach Us” that video games can be good for you.

Reasons	Support
<ul style="list-style-type: none"> <li>•</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>•</li> <li>•</li> </ul>

**6. Examine Evidence** In “What Video Games Can Teach Us,” the author quotes James Gee and Daphne Bavelier.

They are considered experts because \_\_\_\_\_

In “The Violent Side of Video Games,” the author quotes John Murray and Craig Anderson.

They are considered experts because \_\_\_\_\_

**7. Evaluate Support** Underline one article in parentheses and then complete the sentence.

I think (“What Video Games Can Teach Us,” “The Violent Side of Video Games”) provided better support for its claim because \_\_\_\_\_