Name

Instructors’ Name

Course Title and Code

Date

Discussion

The audience is commonly a reader’s group that reads a specific piece of writing and then analyze it according to their understanding. The audience of this particular essay is the parents of the young children, the researchers as well as the child psychologists. I have opted this particular audience because of the fact that there has been extensive research about child psychology in modern times. Moreover, the parents of the young children in this modern generation, are specifically worried about the habits and preferences of their children. The essay would help them to explore if the certain habit is beneficial for their children or if it is causing any kind of harm to their attitude, or behavior. The techniques that I plan to utilize in my essay to connect with the audience is to shed light on the importance of the issues, as well as its impact on the young generation. Moreover, I also plan to include the details about the future impacts of the issue, which would motivate the researchers to consider the matter and conduct more researchers in order to identify the actual issue, as well as its solution.

The topic of the essay is the impact of the violent video games on the attitude, behavior, as well as brain development of the young children. The first thesis statement of the essay, according to the misinterpretation model would be that “although many research studies have argued that the violent video games promote violence and aggressiveness among the young children, a careful examination suggests that such games help them in developing the coping skills, leadership skills, as well as staying composed in actual difficult situations (Allsop, 668).” The thesis statement of the essay according to the gap model would be "although researchers have noted that violent video games make the young children more aggressive and hostile, they have overlooked the importance of developing a critical attitude towards complicated situations and the willingness of children to solve the problem instead of being scared and waiting to be rescued.”

# Work Cited

Allsop, Yasemin. "A reflective study into children's cognition when making computer games." *British Journal of Educational Technology* 47.4 (2016): 665-679.