Addiction

[Name of the Writer]

[Name of the Institution]

Addiction

**Argumentative Essay Proposal**

Only drugs were considered Addiction initially, but it has got too many forms in the contemporary century that the scholars have started research on this subject. Almost every person appears addicted to some drug, activity, game, or anything else. Its influence upon such a large number of people has appealed to me to research and write on this subject. My argumentative essay will attempt to prove that gadgets are more dangerous addiction than alcohol and it causes more harm to the human psyche than opium. This is a topic of wide scope and I will attempt to unveil sophisticated faces of this phenomenon before I start arguments.

**Research Sources**

This is the age of technology and eBooks are available online on every topic in abundance. I will focus on two websites Google Scholar and JSTORE. Both the sites are credible sources to approach scholarly research articles and books. David A. Fisherman has written a comprehensive article on the consequences of Addiction. Sanjeev Davey and Anuradha Davey’s article analyzes the effects of gadgets on Indian youth. Andrew Hough has done a comprehensive study on addiction to gadgets. He compares it with drug addiction. Kirill A. Martemyanov disagrees that gadgets are harmful (Lassila, Ora, and Mark Adler. 2003). I will study all these articles prior to writing my analysis. They all are available on the Google Scholar website.

**Argumentative Essay Structure**

My essay will follow the traditional essay structure of writing Introduction, Body, and Conclusion paragraphs. My Introduction paragraph will start with a catchy Hook sentence to appeal to my reader. After elaborating on the first sentence, I will write a clear thesis statement. My thesis statement sample is noted down below:

**Thesis Statement**: “Gadgets addiction is more harmful than drug addiction because the addicts of gadgets do not realize that they are addicts rather they call it just a normal activity that is normal in no way.”

The thesis statement will pass the discussion to Body paragraph using connecting sentences. The body segment of my essay will consist of four paragraphs (Savastio, Rebecca. 2011). The first paragraph will solely focus upon the explanation of Addiction and its various forms. This issue appealed to me because almost everyone is addicted to gadgets, but the problem is that gadget addicts do not understand the gravity of this issue and they just call it a social habit conformed to the contemporary age. This paragraph will claim that gadgets are harmful to mental health.

The second paragraph of the Body segment will dismiss my claim and will argue that gadgets are boon, not bane (Anirudh, B. V. M., Gayathri, R., & Priya, V. V. 2018). This paragraph will use shreds of evidence from the article of Kirill A. Martemyanov. The next two paragraphs will counter this argument and I will attempt to prove my claim right quoting the other mentioned articles. Finally, I will rephrase and rewrite my thesis statement to remind the reader about my argument. I will conclude the article hopefully claiming that I have proved my thesis statement with pieces of evidence.

**The uniqueness of my essay**

The essays are written using the general information that could be incredible and unreliable. My essay will use information from credible sources. My essay will be written for academic purpose and it will be presented for that person but I will argue in such a simple and concise way that ordinary literates will also learn much about the subject after reading this article.

**References**

Lassila, Ora, and Mark Adler. "Semantic gadgets: Device and information interoperability." *Workshop on Ubiquitous Computing Environment*. 2003.

Hough, Andrew. "Student'addiction'to technology' similar to drug cravings', study finds." *The Telegraph* 8 (2011).

Savastio, Rebecca. "Selfies cause narcissism, mental illness, addiction and suicide." *Liberty Voice* (2014).

Anirudh, B. V. M., Gayathri, R., & Priya, V. V. (2018). Attitude of schoolchildren on the use of gadgets on academics. *Drug Invention Today*, *10*(8).