Reflect & Write
Violence and Videogames


Envision Connection: Read in conjunction with Chapter 11, “Virtual Worlds and Gaming Life”

Background: Tony Reichhardt has served as both a consulting editor for *Smithsonian/ Air & Space* magazine and a reporter for *Nature* since 1996. This essay was originally published in the July 2003 issue of *Nature*.

Reflect & Write:

- From his own writing, Tony Reichhardt seems to be very aware of the power of introductions. In describing Craig Anderson’s position on violence and videogames, he mentions that Anderson often opens articles with references to Columbine. What is Reichhardt implicitly suggesting about how Anderson is using the Columbine example rhetorically? Look at Reichhardt’s own introduction. How does the structure of his first three paragraphs forecast/represent the overall structure of his argument?

- Notice the way in which Reichhardt not only uses his sources as evidence, but analyzes their methodology. Why is this an essential step in constructing his argument?

- Write: Write your own blog entry about your understanding of the impact of violence and videogames. If you can, use anecdotal evidence from your own playing experience or your observations of others to support your point of view.