

Đề thi và bài mẫu IELTS Writing Task 2 ngày 17/12/2016

Đề thi: Some people say young people playing electronic and computer games learn useful skills but some people say young people are wasting their time. Discuss and give opinion

Sample Answer 1:

Playing games are considered an instrument of sound mental and physical health. The trend of indoor games such as video games is proliferating and gaining fame among all age groups – from adolescents to adults. However, the impact of this trend has come under scrutiny and has been a concern for many. The protagonists of such games cite that video games are effective educational tools, whereas dissenters void that claim by counting numerous demerits of such games. I too believe that video games are lethal trends and have negative repercussions. Some of the disadvantages will be outlined in following paragraphs.

Firstly, while playing video games, players develop the sedentary position which is harmful to them ergonomically. Additionally, incessant exposure to game monitors could be detrimental to their vision. Other than physical impact, video games also impact emotional and social behaviour negatively, especially to children and adolescents. It can be noticed that the themes of a majority of the video games are prominently based on violent battle, massacre or destroying animal and mankind. Overindulgence to such games makes the young minds of children susceptible to emotional indifference. They could like to emulate the destroyers and warriors regarding them as role models.

In contrast, enthusiasts enumerate some credits to the account of video games. They believe that playing such games helps to improve your command on the technical gadgets. It is observed that good players are cognizant of the know-hows of computers and can monitor the game efficiently. Being good at the video game is a demand for the new generation. Many children complain that are marginalised in the school if they are not up-to-date with the video games, which leads to embarrassment for them.

To conclude, I would like to reiterate that video games have far more disastrous impacts that outweigh its positive sides. In order to control this destructive trend, parents, teachers, lawmakers and

each individual will have to contribute to instigate awareness that video games should be controlled or terminated.

[Written by - Shweta Kumari]

Sample Answer 2:

In the modern world, computers and electronics entertainment devices have become totally pervasive in our society. Video game, one aspect of electronics entertainment, has triggered many debates about its positive and negative impact on health and psychology. Several studies have been done and researchers have divided opinion on the effects of video games on player's health and mentality. In my opinion, benefits of video games outshine the drawbacks if few cautions are taken by players in selecting the type of games.

Among the bad effects of video games, its impact on health is most debated. Studies suggest that youngsters are spending more time at home than playing outside, which clearly has effects on their growth and development. But with the development of newer technologies, newer forms of games are available in the market, which encourages people to participate actively and physically in different sports. Sony Corporation, for example, has a virtual tennis game where a user needs to play with a computer holding a sensor in his hand which works as a tennis racket. This gives the user a virtual experience of a real game. And also helps to improve mind and body coordination by letting the user flex his responses. Therefore, choice of video game and the device make a lot of difference.

Another important positive effect of the video game is on brain development and problem-solving skills. Online Puzzles and number games are increasingly being used by schools to improve thinking capacity of the pupil. Similarly, corporate have training programs designed in form of computer games. This helps to make sure that trainees focus and interest are maintained and maximum knowledge is passed in a fun filled way.

Therefore, video games have a higher degree of positive effects on human than their negative effect and can be used as a tool for learning and development. But, like any other tool caution needs to be taken in selection and usage.

[Written by - Ramanuj]

Sample Answer 3:

In the era of modernization, video games have been an obsession regardless the gender and age. With the aid of latest technology, the young learns to play games as early as one to two years old following their parents' steps. Research shows that exposing gadgets to toddlers can cause negative effects towards their growth. Thus, we should realise how harmful video games can be if we fail to use it in a proper manner.

Video games cause addiction and this can lead to many problems such as responsibility issues. Teenagers, usually have a hard time in delivering their everyday chores once they are stuck in front of the screen. It creates disciplinary problems as they fail to restrain themselves from spending too much time in front of the computer. They began to neglect their homework and assignments which not only put themselves in jeopardy but also their teammates if the task required teamwork.

Furthermore, the vulgarity of certain video games has been proven to be the reason of aggressiveness inside a person. They easily get influenced by the video games as they are cut out from the outer world. The vulnerable group - the young adults, is the riskiest group as they are still in their development phase. There have the tendency to imitate the improper actions depicted in the video games in their daily life.

Besides, health problems are increasing since video games are being introduced. Disease associated with bones and body posture seem to have the most drastic changes as people are healthier in the last 10 years. Not to mention, most people need to wear spectacles nowadays to help in their vision. I believe, that these have got to do with the ridiculous amount of time spent looking at those interactive images.

Coming for self-defence: the self-claimed gamer once said that they manage to improve their English by playing more and more video games. Well, this is partly true as they may learn new vocabulary in a fun way compared to stuck-up their nose in a dictionary. Nevertheless, it only restricts in

vocabulary wise, not in grammar as most of the games use simple everyday English rather than Queen's English.

[Written by - **Hazirah Taqinni**]

Sample Answer 4:

In information technology age, people are engaged with computer programs; one of the most popular computer programs is video games. Although having some negative effect, video games can teach some useful skills. This essay outlines both positive and negative effect of video games.

Video games are made in different genres including horror, sport, adventure etc. Some of these games are useful and educational. Players of these games need basic information and skills to complete them. For instance, a plane simulation game requires a player to know primary pilot skills; so the player has to gather some information about pilot skills such as taking off, landing, navigation, and etc. Gradually, the player feels some skills in him. Furthermore, the puzzle games make player challenging with secret points of the game's story. Recent mentioned games type increases players' creativity. In a nutshell, video games can be useful and educational.

On the other hand, some games are not beneficial. The horror game is a good example. They make a bad effect on players' morality. In addition, playing video games usually is addictive. Video game players play more and more heedless of time. This may cause overweight. Latterly, the main factors of most of the video games are sex and violence. These factors navigate the society to dark way. Thus, video games have undesirable aspects.

To conclude, video games have both good and bad impacts. Choosing the right game is the first step to use them rightly. How to play and how much to play are the latter steps. It depends on the player how to act wisely.

[Written by - **Ali Hosseini**]

Sample Answer 5:

Nowadays, it is an important question whether we should let our young children play computer

games or the games should be banned. While some people think it is fine for their children to play, others believe it is unacceptable. As far as I am concerned, the disadvantages of video games outweigh the advantages.

First of all, the possible benefits of computer games should be mentioned. There is a wide range of games created for educational purposes, especially for the very young children. This allows kids to learn how to use modern computers as well as some new information from the educational game. Additionally, for youngsters, games can keep them from bad companies. They can simply sit home communicating with their friends and having fun instead.

However, the number of drawbacks also takes place. Modern games are expensive and usually involve further purchases while the game is being played. Another aspect is the time children spend on computer games. Instead of education and learning, kids waste hours online even without breaks, thereby influencing the condition of their health. The most considerable disadvantage in video games is cruelty. Although there are age limits, parents still buy such games for their infants. As we know, there have been a few cases when children took guns and shoot innocent people on the street. The computer games have the negative effects on health and psychology as well. Young students who are addicted to games often perform poorly on academic studies.

To sum up, although there are fun and educational games, the most of the modern video games are violent and cruel, and this may have dreadful consequences. Therefore, I believe there are more drawbacks than benefits.

[Written by - Max Kolyada]

Sample Answer 6:

Nowadays, most people of all age groups, especially young adults, are drawn to video games with the high technology developing year after year. Video game devices such as Play Station Four and Nintendo Wii are popular examples of high-tech devices. Although playing video games can be quite fun, it can also affect the player negatively. I believe that video games withhold cons more than pros.

One of its adverse effects is that it is a waste of time. Playing video games is not much of a problem when limits are present, but most individuals exceed this limit. Some people put down a two-hour time limit for play but sadly end up playing for more hours and are not aware of time. Rather than spending one's time on such games, it is more beneficial to the individual to take the time to read books or even spend time on a favourite hobby, for instance, that will most probably lead it to evolve over the years.

Another reason to support my opinion is that it lessens the human to human contact. Due to the hours taken on video games, the person will not have a normal social life where people speak face to face. A young adult playing, choosing to turn down going to the mall with friends where they will socialise, can be taken as an example. Modern games have many violent and devastating plots and game actions that can psychologically affect the players. The gamers suffer from various health problems and often are less social.

To draw the conclusion, the positive sides of the video games are fewer when compared to the negative sides. Video gaming should be limited to certain hours and the rest of the time wasted should be replaced by socialising and activities that will benefit one's future.

[Written by - Reenad Al-Edreesie]

Sample Answer 7:

Many people will be hard pressed to name one invention that has made a greater impact on young people's lives than video games. At this day and age, almost all children grow up being exposed to video games, and consequently spent a large amount of time playing them. Thus it is important to ask whether video games have any detrimental effect on children and our society as a whole.

Firstly, video games provide a lot of happiness to a great portion of the population. Because there exists a great variety of games of different genres for kids and even adults of every age, most people will surely be able to find a game that interests them. As a result, they will derive pleasure from playing their game of choice and lead happier lives. Even more, playing video games can at times also be a social activity, where gamers meet up with their friends to play their favourite video game together.

However, this at first innocent pleasure can quickly turn into an addiction. Seeing that many people suffer from depression and are dissatisfied with their life, it is easy to see how these people can become engrossed in video games. Often they provide the player with a fake sense of achievement, making them forget about their responsibilities in the so-called "real life". The game "Word of Warcraft" is especially known for this, exploiting vulnerabilities in people in order to make a quick buck.

Unfortunately, the disadvantages do not stop there: A great number of video games rely on violence in their storytelling, which desensitises the gamer towards violent acts such as physical force or even murder. While many people argue that adults are able to differentiate between the fantasy in video games and reality, nobody denies that children lack this ability. Although many countries have implemented policies to prevent young people from playing violent video games, these measures are very often not effective enough, and young children end up consuming and playing violent games.

In conclusion, video games certainly do have positive effects. However, it is my opinion that the drawbacks outweigh the advantages by far. This is why we as a society need to control the influence of video games, particularly when children are concerned. We often forget that a young mind is very susceptible to its environment, and that is why we should do our utmost to protect it.

[Written by - Michael Becker]

Sample Answer 8:

In the present era, advancement in technology has made a significant change to the lifestyle of each and every person in the world. New innovation like video games which are used to have fun and useful tools in education learning for children but some people argue that video games have some negative development on children. I am going to discuss this topic.

Firstly, newly released and innovative video games are much helpful for children, to spend their free time at home without disturbing others. Some video games are played in a group which creates a challenging environment for children and they learn how to win the game and be successful. From an educational perspective, these games encourage imagination and creativity, as well as concentration,

logical thinking and problem solving, all of which are useful skills outside the gaming context.

Furthermore, it has been shown that computer simulation games can improve users' motor skills and help to prepare them for real-world tasks, such as flying a plane.

On the other hand, there are some drawbacks of games. Children becoming less active in terms of physical activity and more addictive of video games because users are constantly given scores, new targets and frequent rewards to keep them engaged. They are spending most of their times in playing games so it may affect their education as well their eyes and on health also. In the past, when video games were not present, at that time most of the children used to play outdoor games with their friends which seem disappearing nowadays. Children are becoming more and more technology addictive than the past which is a concerning question for many guardians.

In conclusion, I can say that there are more drawbacks of video games on children than its positive benefit.

[Written by - Sunil Patel]

Sample Answer 9:

The issue whether the video games are in its usefulness or in harmfulness for the people is very controversial one. On the one hand, the most of the gamers I know, are very clever persons. On the other hand, there are those who think that person who is sitting in front of a computer all day long cannot be an educated person. However, in my point of view, I think that any kind of game can be useful. In the following paragraphs, I will try to bring up some advantages and disadvantages of the issue.

There are few main arguments that can be advanced to support the issue about computer games as a fun or educational tool. First of all, the computer games help to cure some mental problems and educate at the same time. For example, some problems with eyes, nerves etc. In that kind of games, a person has to count and follow the birds and at the same time to listen to music. The second reason, games help people to think logically. In the early age they develop a child's thinking, concentration, motivation, why not help with reading etc. For example, in some video games, you have to pick up keys and remember some words for opening doors or codes.

On the other side, it is not a secret that nowadays with developing of computer and different kinds of games, people spend much time in front of a computer, which brings to our isolation from the world. Furthermore, people spend so much time for playing games that forget about other more important things, as a face to face contact, walking, playing real games not virtual.

In conclusion, in my opinion, every person has to have a measure of the time and not to spend all the time doing the same thing.

[Written by - Gasparyan Zhanna]

Sample Answer 10:

Video games are widely played throughout the world. Many consider this video game as a form of having fun and not only harmless but also educationally beneficial. Others believe that the disturbing content of such games can influence one's mind negatively. However, the demerits of video games, if any, that the critics put forth seem trivial when compared to its beneficial ramifications. To prove this, both the views will be critiqued.

First, it is a well-known fact that video games can be educational. For instance, based on a few research works published in the Journal of American Behavioral Psychology, it is proven through various experiments that young people can hone their intelligence and knowledge by playing strategy games. This proves that video games do have the potential to flourish young minds when regularly engaged in such activities.

As far as the other view is concerned, there is little evidence to prove that video games can instigate violence among people. A research work recently published in the same journal mentioned above illustrates this in action. According to this work, 'violent' people who play video games are naturally inclined towards games that contain violent content and imagery etc., however, their behavioural issues could not be linked to the content of those video games they were exposed to; rather, it was found to be just a matter of preference.

Having analysed both these arguments, it has been proved that video games can be beneficial as they can increase general knowledge and intelligence, and the fact that the absurd themes of such games

are very unlikely to instil violence. It is expected that video games' popularity will continue to rise among young people in particular, and will continue to benefit them in although not so obvious ways.

[Written by - Hassan Ali]

Sample Answer 11:

Nowadays, people are spending most of their time on computers, mobile phones and the internet. They mostly play video games and watch movies on their devices. So, the increasing usages of the mobile phones and computers for playing video games is a common trend nowadays. Some people believe that playing video games have harmful effects on people, and others believe that it is a useful tool for them. In this essay, I would like to give my reasons for both the aspects and at last in the conclusion, I will give my opinion.

Firstly, people spend their time on computers and mobile phone for playing video games as a form of entertainment to out from stress and daily busy life. There are many kinds of video games available on the internet. For example, some video games require a good level of knowledge to solve problems and puzzles and this is helpful to develop logical reasoning. In some video games, we need to apply our intelligence and do brainstorm so that we can sharpen our capability to solve many difficult problems. This logic can be applied to our study, in order to solve mathematical problems. So, for this reason, I would like to consider that playing video games, which are carefully chosen, is a useful and harmless tool for people.

On the other hand, there are also some disadvantages in playing video games. Some video games require fighting and violent activities to win the game. So, continuous playing of these kinds of games can take individuals to lead the criminal activity. It may a cause serious problem to society. Even, there are some kinds of video games available on the internet which may not require additional knowledge and logic to solve it and they are simply designed to kill time. These kinds of games consume the time of people and make them more tired and lazy about their works and study.

So, putting in a nutshell I would like to say it depends on individuals whether video games are used to learn or to kill time. As of knowing advantages and disadvantages of video games, it is an individual's own responsibilities to control themselves before wasting their valuable time.

[Written by - Kajal Tejani]

