

Evaluating Sources

Name _____

Date _____ Period _____

Directions: Below are ten descriptions of sources for a research paper on the effects of video games on young people. Identify each description as either a preferred source or a less reliable source.

- If the source is *preferred*, write **P** in the space to the left of the description. If the source is *less reliable*, write **LR**.
- Explain your answer on the line provided.

_____ 1. an entry in a psychology dictionary published in 1983

_____ 2. an article published this year in a psychology journal

_____ 3. a recent magazine article titled "Violence in Video Games," written by a psychologist

_____ 4. a web page prepared by the American Psychology Association

_____ 5. an autobiography of a video game designer

_____ 6. a 1995 encyclopedia article on research about possible addiction to video games

_____ 7. a Parent-Teacher Association pamphlet called *Monitoring Your Child's Screen Time* displayed in your doctor's office

_____ 8. an online chat room discussion for gamers

_____ 9. an interview with a psychologist, published in a national newspaper this year, about the impact of video games on children

_____ 10. an interview, published in a national newspaper this year, with a parent of an elementary student who was suspended from school for fighting after playing violent video games

Evaluating Evidence

In the letter written below, the author argues against a newspaper editorial that said that video games cause children to behave violently. Read each piece of evidence and check the box if you believe the evidence is appropriate, adequate, accurate, and free from bias and stereotypes. Then write a sentence where you personally evaluate the evidence.

<p>Dear Editor,</p> <p>My sisters and I used to play the Barbie Board Game for hours, duking it out for the chance to be “Queen of the Prom.” The object of the game was to be the first player to get a dress and, of course, a date. There were four boys and four dresses to compete for. The one who drew the nerd as a date was totally humiliated.</p>	The evidence is . . .		Personal Evaluation	
		YES		NO
	Adequate			
	Accurate			
	Appropriate			
	Free of bias			
	Free of stereotypes			

<p>My brother, possibly the nicest guy I’ve ever known, spent his childhood in army fatigues wielding a plastic rifle. Outside my window I would hear the battles going on. So what is all this hysteria today about video games? Isn’t it the same thing? Kids are just playing make-believe. They know it’s not real.</p>	The evidence is . . .		Personal Evaluation	
		YES		NO
	Adequate			
	Accurate			
	Appropriate			
	Free of bias			
	Free of stereotypes			

<p>David Walsh, president of the National Institute on Media and the Family, reports, among many other findings, “Youth who report an increased appetite for violence in video games are more likely to have gotten into physical fights in the previous year.”</p>	The evidence is . . .		Personal Evaluation	
		YES		NO
	Adequate			
	Accurate			
	Appropriate			
	Free of bias			
	Free of stereotypes			

<p>But as I read the Institute’s findings, I notice one tiny sentence that sends a chill up my spine. “Games could foster social isolation as they are often played alone.” Sure my sisters were a pain when they won the game. Yes, I got tired of listening to arguments between my brother and his friends about who won the battle. But we all had a connection to one another. We fought some, laughed a lot, and without knowing it, helped one another grow up.</p>	The evidence is . . .		Personal Evaluation	
		YES		NO
	Adequate			
	Accurate			
	Appropriate			
	Free of bias			
	Free of stereotypes			

