Purpose: To persuade my audience that online video games—particularly World of Warcraft—are addictive and psychologically harmful to many of their players.

Introduction

I. (Display pictures of the World of Warcraft game) Online video games are very popular.
    A. World of Warcraft is more than half of the entire genre
        1. 12 million subscribers
        2. 60%+ subscriptions market

II. Video games are both addictive and time consuming
    A. Affect people's lives in significant, damaging ways

III. (Point to the pictures) Controversial game should be familiar

IV. These games are having a negative impact, to such a degree that lives have been ruined.

Body

I. Main Point: Internet addiction is a real issue
    A. Compare to MySpace and Facebook
        1. Gaming consumes much of a person's time
        2. Can become a serious habit
    B. According to the NetAddiction.com website, the definition of Internet addiction is as follows: "Internet addiction is defined as any online-related, compulsive behavior which interferes with normal living and causes severe stress on family, friends, loved ones, and one's work environment. It is a compulsive behavior that completely dominates the addict's life. The Internet becomes the organizing principle of addicts' lives. They are willing to sacrifice what they cherish most in order to preserve and continue their unhealthy behavior."
    C. 2 to 12 and more hours per day to support a habit
        1. Introduce Dave and play first video clip
            Dave Video #2, 0:50 to 1:01 (11 secs)
    D. Article "The Effect of Social Support Derived from World of Warcraft on Negative Psychological Symptoms" from the journal CyberPsychology and Behavior stated that "A small subsample of players who played for 44 to 82 hours per week was identified [within the study]… and these players had significantly lower levels of [real world] social support and higher levels of negative symptoms compared to the rest of the sample."
        (Explain to audience in more relatable terms.)

(**Transition:** Affects more than just social activity.)

II. Main Point: Physical and mental health are also impacted
    A. No physical activity in front of a computer
        1. Online video games are designed in a way that invites a person to spend more and more time on the computer
            Dave Video #2, 1:08 to 1:21 (13 secs)
    B. The addiction can become so great that it resembles a drug habit
            Dave Video #2, 1:24 to 1:49 (25 secs)

C. China and South Korea cite video game addiction as their number one public health issue

D. In the Fortune article "Spoils of Warcraft", the interface for the South Korean version of World of Warcraft has been designed in a way where it is easier to operate with one hand, since so many gamers there smoke while they play.

(**Transition:** Some do not view video game habits as being harmful)

III. **Main Point:** Some professionals believe that addiction to games does not exist.

A. In the article "A New Perspective on Game Addiction" from the website WhatTheyPlay.com, Cheryl K. Olson, co-director of the Center for Mental Health and Media at Massachusetts General Hospital's Department of Psychiatry, said, "Kids who have other problems will sometimes channel those through video games. A depressed kid will play video games to improve their mood. And kids with addictive personalities will play a lot of video games. Like anything that can go to an extreme, video games might become an additional problem, but usually the games, by themselves, are not the problem."

B. From the aforementioned Fortune article, it also stated that "Players of World of Warcraft were found to derive social support from playing and a *positive relationship* was found between game engagement and levels of in-game social support."

(**Transition:** For Dave, playing World of Warcraft became more important than smoking marijuana.)

IV. **Main Point:** Addiction affects all different types of people

A. The article from the WhatTheyPlay.com website offered a glimpse of the struggle endured by Ryan G. Van Cleave, Ph.D, author of the book Unplugged: My Journey Into the Dark World of Video Game Addiction. It shared that "Ultimately, Van Cleave's addiction cost him a tenure-track university job, his financial future, his friends, his dignity, and very nearly, his life after a suicide attempt...."

B. Survived addiction to write a book, offer support

1. Like Dave, it was not without great difficulty
   Dave Video #3, 2:23 to 2:40 (17 secs)

C. In Dave's case, many similarities between gaming addiction and a drug habit
   Dave Video #3, 4:19 to 4:35 (16 secs)

Conclusion

I. **Summary:** As I have explained… online gaming addiction is very serious problem

A. **R**eal-life social interactions.

B. Physical and mental health

C. Different kinds of people.

I. **Call to Action:** Pay more attention to those in their lives that play video games

A. Offer a handout

II. **Closing:** I hope that you better understand how something as seemingly harmless as playing video games can lead to serious addiction.