



**ENG 102: Analyzing a report**

Name: ----- Class: -----

**PART 1 : Analyzing**

Read the report, Drag and drop the ideas in the suitable box.

To: The school principal  
From: Noor Salah  
Date: 18 March 2024  
Subject: The Pros and Cons of Playing Video Games

**Introduction:**

Video gaming is a popular pastime among our students, with many engaging in this form of entertainment on a daily basis. The aim of this report is to examine the positive and negative aspects of playing video games. The information included herein was collected from different sources, including students and the internet.

**Pros:**

Video games have many benefits. Above all, they can enhance students' skills, including critical thinking and creativity. Gaming can also relieve stress. Some students said that it offers them an escape from daily pressures. Moreover, many video games encourage multiplayer modes. These encourage social interaction and teamwork.

**Cons:**

Excessive gaming can lead to many problems. To start with, it can cause health issues like eye strain and sleep disorders. Besides, some students reported that they are addicted to some games. According to research, addiction leads to social isolation as they spend less time with friends and family. Worst of all, some students believe that playing video games has affected their grades. A few stated that although their grades are good, they no longer enjoy going to school.

**Conclusion:**

In summary, playing video games among our students is a complex topic. Despite the numerous benefits, some students seem to be badly affected. The information gathered for this report reveals that they need urgent help. I believe that our school has to take immediate action to support them.

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