

An increasing number of adults play computer games nowadays.

Why is this the case? Is it a positive or negative development?

These days, the population of adult computer ~~games'~~ games players is increasing. In this essay

Commented [ET1]: LR: Computer games do not OWN the players.

I will explain the reason behind this trend and also explain why it is a negative phenomenon.

Games have become more interesting because technology is progressing significantly. Thus,

Commented [ET2]: LR/TR: Not a clear representation of the main idea: your paragraph seems to be mostly about games becoming similar to the real world.

the quality of computer sounds and images ~~have~~ has been enhanced astonishingly, ~~that~~

Commented [ET3]: GRA: The subject is *quality*, which is singular.

~~making which makes~~ games more similar to real circumstances. This ~~As~~ computer simulations

Commented [ET4]: LR/GRA: ENHANCE is a transitive verb and has to be used in the passive here.

can ~~violate ignore~~ some ~~existing~~ limitations in the real world. ~~Adults~~ adults are capable of

Commented [ET5]: GRA/CC: This is a non-defining clause. You need a comma here and you cannot use THAT.

gaining some experiences ~~while that which~~ are inaccessible in their lifelives. For instance,

Commented [ET6]: LR: More natural: *real-life situations*

players can ride an F-14 jet in ~~the~~ games ~~as identical as~~ just like the real world. ~~Which~~ which is

Commented [ET7]: CC: No reference

enticing for ~~adults~~ them.

Commented [ET8]: LR: In this context we would normally say *experience things*.

We cannot overlook some downsides of playing for adults. First, playing computer games may

exert negative influences on individuals' health. Nowadays, sedentary lifestyle is ubiquitous

among urban citizens. Many people have desk jobs, so they ~~must~~ have to carry out numerous

tasks dealing with computers for long hours. Imagine after work, they dedicate some of their

spare time to playing computers games, which leads to less ~~activities~~activity. Obviously, their

health gets worse. For example, they gain excess weight. Moreover, it can result in waste of

more time. Cutting-edge games are so attractive that when people are ~~dealing with~~playing

~~them~~, they can lose track of time. ~~While~~ they spend hours playing, there is no time for other

tasks such as daily chores. Some may argue that soft skills like problem- solving ~~ability~~ may

~~hone be honed~~ through playing, but I think this ~~is feasible to achieve through various~~

~~manner~~can be done in other ways, too.

In conclusion, computer games are more astonishing, which attracts more and more adults. I

think adult well-being is deteriorating and people waste more time playing. So this is a

negative development.

Commented [ET9]: LR: Uncountable and used with LESS. If you really want ACTIVITIES here, you must use FEWER.

Commented [ET10]: LR: Better: *Obviously, they gain more weight and their health gets worse.*

Commented [ET11]: CC: Too far from its reference

Commented [ET12]: LR: We would normally say *It can waste more time.*

Commented [ET13]: More natural: WHEN or AS LONG AS

TR 6: You have covered both questions and the main ideas are relevant. However, the language used to develop the idea in paragraph 2 makes the idea itself faulty. What you wanted to say was:

technological progress > better graphics/sound > more realistic games > adults can experience things unavailable in real life > games are more attractive > more adults play

But you said “This computer simulation can violate some existing limitations in the real world” and “Adults are capable of gaining some experiences while that are inaccessible in their life” which explain situations that are physically impossible, such as Jedi powers from Star Wars. These do not match the F-14 experience. If you use simpler language and focus on describing your ideas and the meaning of what you are saying, TR can actually grow. The same language problem affects the rebuttal to your counter-argument at the end of paragraph 3, making it really hard to understand.

CC 6: The general organization of the essay is clear, but progression becomes less logical sometimes. The progression in paragraph 2 is:

technology is progressing > sound/images improve > games look more real > simulation violates limitations > inaccessible experiences > F-14 > enticing for adults

Compare this to the logical flow I described in the section on TR above.

There are also issues with linking both within sentences (e.g. between clauses) and between them, for example:

“Thus, quality of computer sounds and images have enhanced astonishingly that making games more similar...”

“Which is enticing for adults.”

Referencing is also unclear and faulty sometimes. I have corrected the issues I noticed in the essay.

LR 6: You have used a range of less common and context-related vocabulary (phenomenon progressing significantly, astonishingly, real circumstances, simulation, inaccessible, enticing, sedentary lifestyle, ubiquitous, dedicate, cutting-edge, lose track of time, feasible), but there are many issues with collocation and phrase formation, and some of these words have not been used in the right context (See corrections and LR comments throughout the essay).

GRA 5: You have attempted some complex structures, but the number of malformed and difficult-to-understand sentences is just too high:

“quality of computer sounds and images have enhanced”

Agreement and construction problems

“have enhanced astonishingly that making games...”

Incorrect clause construction

“Adults are capable of gaining some experiences while that are inaccessible...”

Clearly defective relative/concessive construction

“Which is enticing for adults.”

Sentence fragment

“which leads to less activities”

→ ***less activity / fewer activities***

“when people are dealing with, they can lose track of time.”

Incomplete verb construction

“soft skills ... may hone through playing”

→ ***may be honed***

“this is feasible to achieve through various manners.”

The construction is defective/very unnatural