Are video games good for us?

These are some expressions and grammar uses that could be used in a formal or semi-formal monologue of the oral exam or in a formal writing task. This is definitely not a summary of the podcast.

INTRODUCTION

-We will need to dive into the world of video games to understand their importance…

-Probably, the thing that sparks (our) interest in video games is…

-Video games have been an important part of our lives and it is essential to understand how they work.

-In theory, playing video games is safe…, but in practice there are many things to take into account…

BODY: Violence / Addiction or hobby

-People (or even researchers/scientists) tend to think that if you play video games, you will eventually get addicted to them and become violent in some way.

-What we really need to understand is (that) video games are not violent by themselves…

-In terms of violence/aggressiveness in video games, we could say that we need to stop this from happening and my suggestion is…

-When it comes to video games there is no clear-cut distinction between the term addiction (gambling) and the term hobby (something you do for pleasure)…

CONCLUSION: No isolation and benefits for mental health problems in them

-Two things are happening /need to be considered here. On the one hand, there is a misconception of the term "isolation". Video games do not keep people apart, but rather the opposite, online games connect people around the world giving them the chance to communicate…

On the other hand, video games tackle solitude and according to scientists they are good for mental health problems, you imagine you are the main character in them and visit other worlds/places. Escapism is one of the benefits you can experience when playing them.