**In-Text Citation Practice**

**Quotation:**

Another reason supporting why violent video games do not make kids violent is because the crime rates have decreased when video games sales increased. Total US sales of video game hardware and software increased 204% from 1994 to 2014, reaching $13.1 billion in 2014, while violent crimes decreased 37% and murders by juveniles acting alone fell 76% in that same period. This is showing that although the violent games are becoming more popular, crime rates are dropping. This evidence shows my claim has validity.

**Paraphrase: (In my own words)**

Another reason supporting why violent video games do not make kids violent is because the crime rates have decreased when video games sales increased. Over the past ten years, video games sales have gone up 200%! That is an incredibly large jump in the amount of games sold. In the same time period, the amount of students getting arrest decreased! All violent crimes decreased by 37%. Additionally, the amount of murders committed by kids fell by 76% in ten years. This is showing that although the violent games are becoming more popular, crime rates are dropping. This evidence shows my claim has validity.

**Quotation:** Use quotation marks and cite your reference.

Another reason that says why video game do make kids violent is that simulating violence such as shooting guns and hand-to-hand combat in video games can cause real-life violent behavior.  Two teenagers in Tennessee who shot at passing cars and killed one driver told police they got the idea from playing *Grand Theft Auto III*.  This example shows real life teenagers that learned behaviors from a video game. It was so ingrained in their thoughts they thought it was right to commit the same acts in real life. This is a danger for our society.

**Paraphrase: (Put this paragraph in your own words, and then cite it.)**

Another reason that says why video game do make kids violent is that simulating violence such as shooting guns and hand-to-hand combat in video games can cause real-life violent behavior.  Two teenagers in Tennessee who shot at passing cars and killed one driver told police they got the idea from playing *Grand Theft Auto III*.  This example shows real life teenagers that learned behaviors from a video game. It was so ingrained in their thoughts they thought it was right to commit the same acts in real life. This is a danger for our society.

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