<https://www.ted.com/talks/gabe_zichermann_how_games_make_kids_smarter/discussion?utm_campaign=&utm_medium=on.ted.com-static&awesm=on.ted.com_McGonigal&utm_content=awesm-publisher&utm_source=getpocket.com>

I would have to say that there are is a balanced use of the three classic rhetorical appeals in the ted talk video. I would say this video has a couple of good logical fallacies. The effects of having the parents play video games with their kids is them not getting things done around the house. The good part about them playing video games with the kids is that they are seeing how they think and act but also the bonding experience. The other problem with kids playing more video games is that they will become addicted to electronics. This ted talk video communicates it message by proving that video games have lot of multitasking skills that will help kids improve with their ability to do things. Video games will help them with texting, chatting, follow long- and short-term ejectives. Kids have to have an extraordinary multitasking skill to be able to succeed. If you don’t have the multitasking skills down very well then, you’re going to struggle.

For the overall audience I would say it’s for everyone who has kids or even wants to work with kids.

**Pathos** or the emotional appeal, means to persuade an audience by appealing to their emotions.

He has the best prescription ever that will help. If you have children or work with children or desire to work with children or you want to change the world, then you need to get into the game with your kids. This will help you see how your kids are becoming smarter with the video games they play.

[**Logos**](https://pathosethoslogos.com/logos) or the appeal to logic, means to convince an audience by use of logic or reason.

He wants people to stop fighting the game trends and become one the game. Enter the game understand the game understand the dynamics of how your children play the games understand how their minds work from the context of the game outward, rather than from the world outside inward. You will then see how the children use their brains.

[**Ethos**](https://pathosethoslogos.com/ethos) or the ethical appeal, means to convince an audience of the author’s credibility or character.

Zicherman says to the parent’s “I’m here to tell you: the kids are alright. They are going to be just fine and we don’t need to worry about kids and games and the effects it will have on the world. The kids will be awesome but it’s going to take your help to make the kids awesome.

**Talk about the logical fallacies from the ted talk video**

NAME CALLING

TESTIMONIAL

FAULTY CAUSE AND EFFECT

FALSE ANALOGY

BEGGING THE QUESTION

**(Some of them not really sure how I can use) Still trying to figure out how I can word them.**

**HASTY GENERALIZATION**

Games with help kids. (That the students are playing more video games leads me to conclude that kids will be smarter.)

**Dicto Simpliciter**

Video games make kids smarter

**AD POPULEM**

We know we can count on the video games. we don’t want kids turning into big gamers.

**APPEAL TO PITY**

We should let kids play more video games, only because it is going to make them smarter.

**BANDWAGON APPEAL**

Parents are playing video games with their kids so why not everyone start playing video games with their kids.

**EITHER-OR**

Would you rather have a teacher who is beautiful and dumb or someone who is good looking and knowledgeable?