

>> SEMICOLONS & COLONS <<

Use a colon to introduce lists, if there is a complete sentence before the list begins. The period goes after the list.

The instruments in the string section are these: violin, viola, cello, and bass.

I have heard the following great violinists: Menuhin, Perlman, and Midori.

Do not use a colon following a verb or preposition.

~~*Incorrect - Three famous violinists were: Amati, Stradivari, and Guarneri.*~~

Correct - Three famous violinists were Amati, Stradivari, and Guarneri.

Use a colon to introduce material that explains or restates.

The cause of the supernova was obvious: a star exploded.

Use a colon between the hour and minute of the time, between the chapter and verse of Biblical references, and after the salutation of a business letter.

Use semicolons to separate main clauses that are not joined by the coordinating conjunctions *and, or, for, nor, so, but, yet*. The second clause must be a continuing thought of the prior.

Derek finished first in the Halloween costume contest; he won a gold statue filled with candy.

Use a semicolon to separate main clauses that are joined by adverbs such as *however, therefore, nevertheless, moreover, furthermore, and consequently* and expression such as *for example* or *that is*.

Derek was overjoyed to win; however, he had been afraid he would lose.

⇒ Directions: Add semicolons or colons where necessary. If it is correct, write correct in the blank. If adding semicolons or colons, please draw a circle around them.

_____ 1. Some of the most popular video games on the market today including the following titles are very violent *Call of Duty, Grand Theft Auto, and Alien*.

_____ 2. The level of violence in video games has increased therefore, the concern for the effects on those who play often has increased as well.

_____ 3. Many are quick to point out that most school shootings in recent years have been carried out by avid gamers, and their games of choice were always dark and violent.

_____ 4. It begs the questions Which comes first? Can aggressive and violent behavior be attributed to violence in video games? Or do those who play already have violent tendencies which draw them to violent games?

_____ 5. It's a type of "chicken or egg" debate that has strong advocates on both sides.

_____ 6. Researches have identified two major concerns with violence in video games gaming is not passive, and the violence is often rewarded rather than punished.

_____ 7. In 2002, researchers Anderson and Bushman developed the General Aggression Model the GAM helps explain the complex relationship between violent video games and aggressive gamers.

_____ 8. Anderson and Bushman refer to three internal facets that determine how a person interprets aggressive behavior thoughts, feelings, and physiological responses.

_____ 9. Short-term effects were easily identified in the GAM the most prominent was that violent games change the way gamers interpret and respond to aggressive acts.

_____ 10. Long-term effects of violent video games are still uncertain and are fiercely debated.