

Evaluate the benefits of pursuing a specific hobby essay

[Life](#), [Hobby](#)



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Evaluation of the benefits of pursuing the specific hobby of Role -Playing Games – Analysis and reflections upon both the positive and negative (if any) aspects of pursuing a hobby in general – Analysis and reflection upon the specific hobby of Role –Playing Games

[The author’s name]

Abstract

This paper will present you with an analysis of the benefits of the specific hobby of Role – Playing Games. It will highlight the contribution of this hobby to the evolution of one’s personality emphasizing on the way these benefits can be enjoyed. Potential dangers of any will also be presented and ways of dealing with them in the most effective way.

Key Words: Role –Playing Games, benefits, hobby, quality free time

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[The author’s name]

Quality free time has always been a major concern of people regardless their age. Either young or older, people seem to be highly interested in making sure that they are offering themselves the opportunity to enjoy their free time through an activity which can prove to be both enjoying and beneficial. As a result, hobbies are mainly chosen upon the personal criteria of each individual. Hobbies are chosen according to each person's individual preferences as well as needs. Regardless of the hobby, however, the benefits of pursuing a hobby are much more than any potential dangers, if any, could ever exist. Hobbies provide people with the ability to combine pleasure and learning while at the same time they enable people to develop interpersonal skills of which they were totally unaware. Hobbies contribute to the boost of one's physical and psychological health and build up people's self-confidence and sense of enjoyment.

Role -Playing Games is a hobby which has been attracting more and more people every year. The main reason is that this hobby has managed to combine in a magic, irresistible way both educational and entertaining benefits. People who follow such a hobby can adopt different roles which leads them to discovering traits and things about themselves of which they had either been totally unaware or had been too shy to accept and acknowledge them. Therefore, the main positive and direct effect of such a hobby is self -knowledge. Role Playing Games are games through which one adopts a different role which may or may not bear any kind of resemblance to his / her real self. The result in each one of these cases is equally beneficial. In both cases people acquire self-knowledge. The procedure of Role Playing Games is like a procedure of getting to know yourself better.

One could even argue that probably one of the top benefits is the fact that this self-knowledge is something which is acquired through one's self pace and rhythm. Each role opens up new windows and paths to a person so that he / she can develop his self -knowledge according to his / her own pace.

In addition, there have been lots of research results which have been witnessing the benefits of Role Playing Games in the educational field.

Students with learning difficulties, teachers with a limiting point of view as far as the profile of their class is concerned, lessons with a little or even none of attraction to their students can be highly elevated, if Role -Playing games are applied. Through Role -Playing the community of the class starts getting to know each other in a more direct, better way and hesitations and reservations between people are much easier to collapse. The learning procedure itself is also benefited. Through a role played within a specific environment, knowledge can be much easier acquired. There have been more than once cases in the educational field when knowledge has been acquired just because this is what it is expected to happen. On the contrary, it can be through Role Playing that students realize that they really enjoy to acquire new knowledge and share it with others.

Last but not least Role Playing Games improve the level of learning the most. Students and learners learn to acquire knowledge through a procedure which allows them to have fun. According to Zayas, Luis H. & Bradford H. Lewis the learning and studying of a foreign language improves mostly when Role Playing Games are used in a classroom.

Conclusion

Role Playing Games are beneficial and if they are applied within a logical frame of use then they can contribute to the evolution of people regardless of their age.

References

Zayas, Luis H. & Bradford H. Lewis, Spring 1986 " Fantasy Role-Playing for Mutual Aid in Children's Groups: A Case Illustration," Social Work with Groups, Spring 1986: 53-66.