Child development project research papers examples

Toys and games are a major contribution in the development of children. Many popular varieties of toys and games provide children with an impetus during their free time. This is in tandem with the belief of Piaget and Vigotsky who attest that play can improve a child's behavior as well as an aid in developing sophistication about relationships.

Haugen (2008) says that children play games as a form of leisure activity to enable them relax their mind. This provides them with an important learning experience that is important in their development. Toys and games enable social interaction when children play together. Play is important the early child development to ensure success of the children in the academic. Play can build a child character when a child participates with others to enable them develop a good personality and positive sense.

Playing helps children realize their potential in life towards their future life. It is essential to allow children to engage in playing activities since it is equal with the academics. In this era, computer games are arguably one of the most entertaining games to children. Most of the children are able to operate the computers at an early age due to exposure. Technology enables children to gain an experience and play complex games that use simulation. Computer games aids in the introduction of science and technology studies as children progress with their education. The introduction of these studies using computers enables children to familiarize and enjoy this experience. Naturally, children gather in groups around computers. Children prefer to play in groups to ensure success emanating from the joint effort. When one observes children between the age of 3 and 5 playing a computer game one can notice their enjoyment and their social interaction (Anderson & Dill,

2000).

There is a lot of communication during the game this elaborates the learning process. Boys especially love the race games and always compete in this game. This game is fun and absorbs them completely. The children learn different strategies to enable them emerge successful in the competition. Children learn to control their emotions and learn perseverance when they make a wrong strategy in the game.

A two-player game such as flash game allows children to learn the aspect of collaboration. Joint effort is an important skill in the development of the children. The game provides a good atmosphere in the process of learning. Anderson & Dill (2000) finds that kids have a high concentration when playing video games since they are conceptualizing ideas. Children concentration in the video games assists, in a high form of learning since they are able to master attention that has a positive effect in their lives. Video games are not a passive activity since children have to exert their energy until they are tired. There is a lot of screaming when one observes children playing video games. This is a display of happiness and enjoyment. Video games improve the hand and eye coordination of the kids. A video game uses a lot of muscle work that is truly healthy and improves the children memory. Haugen (2008) offer that fast-paced computer games help the children to improve mental development, problem solving, and critical thinking.

Playing video games allows the children learn to perform other activities in the computer, for example, researching. A child can learn how to conduct a research since the child can gather online information about the game to

increase prowess. The research can enable the child improve the skills of data collection and synthesis towards perfection.

Willis (2010) gives evidence that children who participate in video games have better social interaction and this can give them a satisfaction and a sense of belonging in the society. A video game connects children with their peers and the society.

According to Willis (2010), computer games promote friendships where children make friends with both physical and online participants. The children who play games learn many strategies since they often play together. Playing video games among the children allows them to have the freedom of making decisions and strive to meet challenges in the game.

The introduction of Massive, Multiplayer Online Role Playing Games allows the children to encounter complex multifaceted situations gain from opportunities of improving their creativity in solving problems. Quality video games give kids a chance to practice their logical and problem solving skills. This can increase fine motor and coordination skills that foster children's interest in information technology and related disciplines.

Excessive playing of video games can have a negative effect on the lives of children. Children who spent most of their time playing video games are likely to miss other fundamental activities in their lives. A lot of time exacerbated in front of a game console misses time to attend physical actives that are necessary for the development.

The culture of playing video games is a bad habit that is ingrained in children lives that are difficult to change in the future. According to Haugen (2008), video games, especially those that depict violence and aggressive behavior,

trigger juvenile delinquent behavior in the society. Anderson & Dill (2000) evidence that playing violent video games can introduce hostile behavior among the children

Video games can assist the children to master complex cognitive process skills as Vyogotsky and Piaget explain. These games are available and within reach to the consumers. They offer a distinct form of entertainment and encourage the players to collaborate. Currently most of the video games employ sophistication to ensure players remain attentive and engage them while playing. Video games will continue to improve children dexterity and literacy to the computer jargons. The ever-changing technology will transform their lives to tech savvy people in their future.

References

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