

Research: computer and video games

[Entertainment](#), [Video Games](#)



Chapter Two Abstract This research paper explores published articles that report on results from research conducted on how portable electronic communication gadgets affect a student's study habit. The articles, however, may vary in their own point of view regarding the effects on the students. According to A. Saez (2011), it was pointed out that technology is an integral part of our day-to-day lives. Other articles included in this paper elaborated positive and negative effects of gadgets. According to Admin (2011), electronic gadget devices can have positive and negative effects on youth.

Also, According to Jessy Norman (2009), computers and other related technologies have become an enormous part of our daily lives. They have altered our sense of people, space, and time. shadow66 (2006) has pointed it out that the main problem is the proper use of this gadgets or the knowledge that are easy to be accessed. Introduction Electronic Communication gadgets are essential to society and to people's everyday lives. These gadgets have benefits but as well as drawbacks. Take modern technology as an example to elaborate.

According to shadow66 (2006) Advantages and Disadvantages of Modern Technology; Technology can be defined as science applied to practical purposes. Nowadays, when the rapidness of development and research is so impressive, it is easy to think about the advantages of modern technology. On the minus side, there is weaponry which is the inseparable issue of the new technologies. Hence, the main problem is the proper use of this knowledge. Nevertheless, weapon engineering propels and provides a huge

advance also the industry despite highly developed machinery pollutes the globe.

According to Admin (2011) What is the Effect of Electronic Gadgets on Youth? ; Electronic gadget devices can have positive and negative effects on youth. According to the National Institute on Media and the Family, video games can help children practice following directions and problem solving, and refine motor and spatial skills. Negative effects include social isolation, aggressive behavior, violence, confusing reality and fantasy, and poor grades. Signs of possible psychological addiction to computer or video game use among youth include worsening school grades; choosing the computer or video games over family, friends or social activities; or restlessness and irritability when not playing a video game or on the computer. Signs of possible psychological addiction to computer or video game use among youth can include worsening school grades; choosing the computer or video games over family, friends or social activities; or restlessness and irritability when not playing a video game or on the computer. According to Australia's media network ABC, Monash University's research shows that children who sent text messages were faster on some tests, but also less accurate.

In a NetWorkWorld article, Text Message Language Won't Affect Kids Spelling, Canada's University of Alberta said that boys who used emphasized "text speak" were on average worse spellers, while girls who largely abbreviated were better spellers. A 2007 Pew Internet & American Life Project study revealed that strangers contacted 43 percent of social-networking teens online; 31 percent of social-networking teenagers have

online " friends" they have never personally met. According to Jessy Norman (2009) Bad Effects of Technology; Computers and other related technologies have become an enormous part of our daily lives.

They have altered our sense of people, space, and time. From our living rooms, we can now talk to people, and watch events unfold in far-off places. Shopping, banking, and game playing are just a few of the other daily activities that have also changed. So many aspects of the ways we communicate and handle information have been altered by technological development. Cellular phones, answering machines, voice mail, fax machines, cable televisions, computer networks, satellite communications and e-mail are only some recent changes.

Other manifestations of this change would be the location of where it is happening. Yes, it is everywhere, including the classrooms for the use of educating children. Technology is now becoming more popular in the presence of classrooms all around the world. Tomorrow's future is in the hands of today's students. According to Angel Lucifer (2009) What Are The Negative And Positive Effects Of Advance Technologies, Like The Internet, To Student's Performance? ; One of the most compelling arguments made against the use of computers by children is the risk of repetitive motion injury such as carpal tunnel syndrome. This problem may be greater for children than for adults because their musculature and skeletal systems are not fully formed and may be at greater risk for injury. Children's risk of suffering repetitive motion injuries may be further increased because they tend to use computers that are sized for adults, placed on adult-sized furniture, and positioned for an adult user. Another possible risk of using computers is eye-

strain, which may include dryness due to not blinking enough, headaches, and blurry vision.

To reduce this risk, it is important to limit the time spent staring at the screen; take frequent breaks, making sure to focus the eyes on distant objects; and blink frequently. It is also important to position the monitor sixteen to twenty-seven inches away and in a way that ensures that the user views it at a slightly downward angle. Following some highly publicized events in Japan, it has been suggested that there may be a risk of seizure for children playing video games containing bright flashing lights. Many video games include an elementary school student uses a computer in the school library while another students looks on.

The ease and facility with which children use computers comes from the ability children have for assimilating tools in their environment for their personal use. (O'Brien Productions/Corbis) a warning to this effect in their documentation. Fortunately, very few children are susceptible to this condition. For those who are, however, this is potentially a very serious situation. According to Alex Saez (2011) Bad Effects of Electronic Gadgets; Technology is an integral part of our day-to-day lives. People all over the world rely on it for things like communication, organization and employment.

Not a day goes by when you don't encounter someone talking on his cell phone, tapping away on a laptop or listening to an MP3 player. While this technology is impressive, there are certain drawbacks in areas like health, public safety and education that should be addressed. Being aware of these dangers can help diminish or reverse these drawbacks. According to the website Healthy Hearing, one-third of teenagers own an MP3 player, such as <https://assignbuster.com/research-computer-and-video-games/>

an iPod. Dr. Craig Kasper, Director of Audiology at the New York Otolaryngology Group, warns that these devices can cause ear damage if used improperly.

If the volume is too high or if the individual listens for a long time, hearing damage can happen. Also, ear buds are more dangerous than regular headphones. Healthy Hearing recommends that listeners keep the volume below 70 percent and limit listening time to between 60 and 90 minutes. If you want to listen indefinitely, turn the volume down to 50 percent. Text slang, such as " ur" instead of " you're" is commonly used through cell phone texting. However, a recent study shows that kids and teens are actually letting these obscure abbreviations seep into their normal writing.

A recent study by Pew Internet in 2008 revealed that 50 percent of students use informal slang in their assignments. Furthermore, 38 percent admit they have used abbreviations in their schoolwork like " LOL", which stands for " laugh out loud". Additionally, 25 percent say that they use emoticons such as " smiley faces" in formal writing. The problem has become so apparent that some U. S. politicians are concerned that the English language and sentence structure is being twisted, negatively affecting students' learning. Electronic gadgets are now very essential to our society today.

We need electronic gadgets to do business, to have some recreation and help us get through our daily lives. For better or worse, technology has a significant influence on the study habits of students. In many ways, such as with computers, researching and fact gathering is made easier. However, whether you are a student, a teacher or a parent, you have probably found that the vice is often wrapped in the virtue, and that the same things that

are beneficial can also prove to be distracting. References Admin, (2011).
Electronic gadget devices result to positive and negative effects on youth.
What is the Effect of Electronic Gadgets on Youth?

Lucifer, A. (2009). Use of computers by children is the risk of repetitive motion injury. What Are The Negative and Positive Effects of Advance Technologies to Student's Performance? Norman, J. (2009). Computers and other related technologies have become an enormous part of our daily lives. Bad Effects of Technology. Saez, A. (2011). People all over the world rely on it for things like communication, organization and employment. Bad Effects of Electronic Gadgets. Shadow66, (2006). Technology can be defined as science applied to practical purposes. Advantages and Disadvantages of Modern Technology.