

As these games to  
train soldiers in order



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As time time passes by, a lot of new inventions are made as well as the improvement of many things. One of these things is technology. Technology has evolved as years pass by leading to very high technology inventions. This includes online games that can be played through either computers, cellphones, laptops, and many other gadgets with the inclusion of an internet connection.

These kinds of games can be played solo or with a group of other players that are either one's friends or other online players that one met through the game. The flow towards increased online games and other interactive digital media usage does not appear to be going away. The current generation has become exceedingly comfortable with technology and electronic entertainment as they adapt with recent trends which may lead to addiction.

When one hears the word online gaming addiction, it immediately makes one think negatively about online games due to the word "addiction" however according to Dockrill (2016), gaming every day is linked to improvements in academic performance. When one plays online games, one is solving puzzles and plotting strategies which involves using some of the general knowledge and skills in maths, reading, and science that a student has been taught during the day. "Video games change your brain," according to University of Wisconsin psychologist C. Shawn Green. It changes the brain's physical muscle thus improving it since online games exercises the brain particularly high level thinking skills.

According to Bavelier, a cognitive scientist, games simulating stressful events such as those found in battle or action games could be a training tool for real

world situations. Playing online games especially those who are in the genre of action, practices the brain for quick thinking and decisions, and multitasking. These games can be used to train soldiers and surgeons. According to Defense News, the army includes these games to train soldiers in order to improve their situational awareness in combat.

Since they are always in a constant battlefield which requires quick high level thinking and decisions as well as multitasking. According to James Paul Gee, professor of education at the University of Wisconsin-Madison, says that playing a video game is similar to working through a science problem. Just like in a laboratory, before conducting an experiment, one must make a hypothesis which is just like that of a gamer. A gamer must constantly explore the game so the gamer tries out new weapons and powers in order to defeat the enemy.

It is a constant cycle of trial and error because if one of the weapons does not defeat the enemy then the player will try another weapon and use other powers. According to Molinari (2017), being emotionally healthy is important in doing better in school which includes allowing oneself to enjoy the things that one enjoys. So if one loves playing online games then that person must let himself or herself play since the happier a person is, the more likely a person will do better in school. One must never prevent oneself in doing activities that one loves as long as it is done in moderation.