

# The interest of gaming



The Interest In Computer Games While walking around the studies and rooms at school, there is a gripping atmosphere. It's 7 o'clock and homework has finished. The commotion has died down in the hallway and all is silent. I'm intrigued. Why the silence Has the teacher threatened everyone with double detention No. The new computer game has just been released.

Yes, the utterly motionless face is now one common in most households. While many parents admire the power of games as a distraction while they can crack open a bottle of Chardonnay downstairs in peace, the pathetic war zones being witnessed in the upstairs room have little take on reality. In fact, they are so far away that looking away is an effort. Children who alienate themselves in amongst pixels and silicon have a social life in an entirely on-line community.

It could be said that computer games and the online network we now live in can be beneficial. Studies have shown the positive effect of the twitch and jerk on the console. Reaction times of so-called gamers are in fact a lot quicker than normal. While adults can spend their time deploring the death of libraries and reading, our generation could be getting it right. Playing these games and using the Internet allows us to access information quicker as well as filing through millions of chips of useless information. To put it simply, we get what we need more quickly, an action relatable to killing the baddies to achieve the goal. However, this same effect is not all sunshine.

While those taped to the computer screen could be quicker, their patience is lost. The depth of thought required for these activities is nothing more than a

few brain cells deep. In fact, an animal could complete some of the simpler games. Those that argue that skills learned ??? give young people a taste of a career??? have a tenuous case. Cyber skills are not ??? essentials in any job??? and are hardly comparable to the real world. Pushing down Alt-F3 is not parallel to teaching a class or performing a life-saving operation no matter how ??? realistic??? and ??? graphical??? games are. Realism is a concept that game designers are becoming ever and ever closer to.

Every time a game has been released, its critics are closely examining its ability to be ??? reality???. Perhaps some of us find the idea of another life more interesting than this one. In a ??? virtual??? world where you can roam the landscape, fly on a nearby helicopter, ride whales and fight enemies, getting off the computer and catching a bus to work doesn't look half as exciting.

Is it just the easy option Is the fact that we can be a different person and practice machismo by clicking a few buttons and not leaving the sofa enticing us Games seduce us and try to make us feel more successful in a virtual universe than in a real one. When planting a bomb and watching innocent civilians shredded to pixels, we're supposed to be feeling in control. We decide to give up on the real world and pursue some kind of career in the virtual one, revolving around twiddling your thumbs repetitively, giving up any sort of work and becoming agoraphobic. Violence has always been a topic always associated with video games. While there is not sufficient data to validate this claim, from experience many of us know that video games can increase aggressive behavior and emotional outbursts,

and decrease inhibitions. It is quite obvious that the video games do have at least some effect on the behavior of the player.

Indeed, I shudder when I see children under ten, faces innocent and seraphic, transform into complete strangers, yelling and cursing their screens, displaying a show of bravado and courage to the ??? in world??? community of all age ranges. However, I urge readers that this is not ??? game-over??? for all games. I acknowledge that the ??? TV couch potatoes??? are not all that common and that more active exercise can be followed in front of a console.

This is a minority compared to the mass-market of violence, and profanity. Next time you are tempted to pick up the X-rated, action packed craze, think again.