Disadvantages of video games essay sample

Entertainment, Games

People of all ages play video game, which includes teenagers, young people and old people. Video games can have negative as well as positive effects on gamers. Negative effect includes inciting violence with harmful effect on the brain. Though there are some good effect also but it seems that it generally have negative effect on people. It keeps children away from outdoor activities (outdoor sports). Make children become violent and keep them away from doing their home work. Violent video game exposure increases aggressive behaviors, angry feelings, aggressive thoughts, physiological arousal and decreases helpful behaviors

Methodology

Participants first completed measures of video game preferences and trait aggressiveness. Participants then played either a violent / nonviolent video game for 20 min. Then, they watched a 10-min movie containing filmed scenes of real violence while heart rate and galvanic skin response were continuously monitored.

Rationale

The effects of playing video games which I believe can be harmful when played frequently and over a long period of time. Highly violent or fantasy games such as those that show bloody and gruesome killing can be harmful even in the short term. I am also convinced that the context of violent video games can be harmful. For instance, is the violence unjustified? Are acts of violence rewarded such as in gaining more power, better weapons or extra life? How are women and children depicted? What types of graphics are being presented (e. g., blood, gore, mutilation, torture, etc.) Purpose statement

Purpose of this research proposal is to elaborate dangers, and effects of video games on player. I will explain what they are, what they do, the pros, cons, and other effects. Understanding Video Games

Impact of Games on player
Implementation, Design and Monitoring of Video Games

Statement of Qualification
Games can be bad or good depending on the game type. If you are a teacher for example, educational games such as Tux are great for the development of students. But violent video games with a highly explicit ratings can have a bad impact on players behavior.

Expected Findings
Not all games will adversely affect players in all the ways. However, some games can have a negative influence in at least one of these ways. These potential risks or problems should serve as a checklist of possibilities to consider. Desensitization is one process that counselors and therapists use to help clients reduce their excessive (and often irrational) fears of things like heights, flying, spiders, snakes, blood, and public speaking. However, desensitization of children and other civilians to violence may be detrimental for both individuals and society. One of the ways that we can determine the level of desensitization to a certain stimulus or condition is to measure someone's heart rate, perspiration levels, and rate of breathing while they are experiencing the stimulus. Playing a violent video games can cause people to become less physiologically aroused by real violence.

This can cause problems. For a child who may be at some level desensitized to violence, they may not have strong negative reactions to violence in the real world which may lower their motivation to help or intervene during a violent incident. Violence in the game can severely impact player's behavior. Numerous experiments have been conducted which proves that individual exposed to violent games are more violent than those that haven't been. Gamer social life completely disturbed if video games takes his/her life It isolates the person from others and restrain from participating in activities which were part of his life like friends & family social interaction, sports, reading, sports and homework / assignment. Playing video games can send wrong signals to players mind. In games virtual disputes are settled through violence (battle) which is not an option suitable in real world. Health issues (such as epilepsy), bad academic performance, bad language from in-game and online play. Conclusion

It is very important that we continue to develop positive potential of videogames. At the present most popular games are generally violent. Given current findings, it is reasonable to be concerned about the impact of violent games on some children and adolescents. Game developers need support and encouragement to develop interesting/educational games which do not rely heavily on violent actions. Video games can have a positive impact on player given the following criteria: If they are designed properly

If it meets the abilities of the students
If the video games are Integrated with curriculum and classroom activities
Monitored by parents and teachers

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