

1: Why are some parents so against gaming? - Games Discussion - GameSpot

Parents Are Being Played Like A Video Game! is a parenting book written for the parents of very young to preteen children concerning their children's Character Trait Development.

Share Tweet The debate as to whether video games are good or bad for us has been going since the days of Pong and Space Invaders. Unfortunately most people have always assumed they were the cause of many mental and physical problems. Even if there was a lack of scientific evidence to prove it. But things have changed and now more professional studies are being conducted to find out the truth. Or, do video games really hinder our ability to learn, make us more violent, or affect our physical health? This article will show you 10 reasons why video games are good for you. Before you read on, remember that anything in excess can be harmful. No benefit that comes from a video game will justify playing them for 10 hours a day. And while getting older and wiser has its perks, there are also a number of natural problems that come about as well. In fact, a study conducted by researchers at the University of Iowa showed that playing games can do just that. The study had healthy people aged 50 and older play 10 hours of a certain video game for five to eight weeks, and this is what they found: We saw a range across all our tests from a minimum of a year-and-a-half all the way up to about six-and-a-half years of recovery or improvement. It seems performing any task that requires exercising your mind will help it stay sharper, and that includes video games. Better Decision Maker C. Shawn Green from the University of Rochester wanted to see how games affect our ability to make decisions. His goal was to test if games, which demand us to view and keep track of moving peripheral images, improve our ability to receive sensory data and thus help us make more precise decisions. The study had a group of young adults with no gaming experience play an action game for 50 hours. A second group of the same age played a slow-paced strategy game instead. After the study, Green had nothing but good things to say: These video games are teaching people to become better at taking sensory data in, and translating it into correct decisions. Definitely good news for all the Halo and Call of Duty fans out there. Games Can Help Not Hurt! For a while it did seem like they had a point since we tend to blink much less frequently while playing a game. This can cause serious problems like eyestrain and dry eye syndrome. Another team of researchers from the University of Rochester sought to prove if games really worsen our vision. The study involved having a group of experienced first-person shooter gamers play Call of Duty and Unreal Tournament while more casual gamers played slow games like The Sims 2. After testing, those who played the first-person shooters showed signs of having better vision than the others. Daphne Bavelier, the leader of the study, discovered that playing action games improves an ability called contrast sensitivity function. This ability helps us discern between changes in shades of gray against a colored backdrop, which is very beneficial while driving at night. Researchers from three different institutions in the UK and Canada recently did their own studies to find out how common antisocial behavior is among gamers. What each one discovered is that gamers who partake in live social environments are actually the most communicative and friendly people there. While observing gamers he even went on to admit that they formed stronger relationships than non-gamers due to their matching love of games. The study was done at both the University College London and Queen Mary University of London and had 72 volunteers play two different games for 40 hours over six to eight weeks. The games were Starcraft, a fast real-time strategy game, and The Sims, a slower life-simulation game. Help Improve Hand-Eye Coordination There are many professions that require having better hand-eye coordination than the average person. Curious to see who could perform better at these virtual surgeries, Scientists at the University of Texas Medical Branch brought together a group of high school kids, college students, and medical residents. After testing the three groups to see who could outperform the others, the scientists were surprised to discover that the high school students did the best. Simply put, the high school kids played video games at least two hours a day while the medical residents rarely had time to play. While one of the researchers insist that the residents would still do better in an actual surgery, the study is one of many proving that our favorite games can help improve our hand-eye coordination. Improved Focus and Attention One of the biggest worries among parents today is that their children sit in class thinking about Minecraft and

Pokemon instead of listening to the teacher. To see if games instead helped kids pay more attention by improving cognition and perception, a researcher named Vikranth Bejjanki performed a few experiments alongside several colleagues. These tests first involved having two groups, experienced and inexperienced gamers, perform several perceptual tasks such as pattern discrimination. The gamers ended up outperforming the other group who rarely, if ever, played games before the experiment. The paper concludes with the following: Video Games May Help Treat Depression A few years ago researchers in New Zealand sought to find out if video games can be used to treat mental disorders like depression. Over teens with an average age of 15 participated, with all of them having shown previous signs of depression. The game involves creating avatars to rid the virtual world of enemies representing gloomy, negative thoughts. Every stage also introduced general facts about depression, including ways to relax and deal with negative emotions. Active games like Wii Sports and Wii Fit are to this day found in hospitals and retirement homes. Researchers at the University of Oklahoma Health Sciences Center recently performed test to see how much better active games are for kids compared to activities like watching TV and browsing the internet. Tests involved measuring the heart rate, self-reported exertion, and energy expenditure of kids aged 10 to 13 while they performed three specific activities: Both exercises had the kids burning the same amount of calories, which was nearly three times more than the children just watching Netflix. Video Games Can Help Couples While there are plenty of ways for couples to have fun together and relax, psychologists from the University of Denver wanted to find out if playing video games was one of them. This is an interesting study because research shows men care more about this part of a relationship than women do. At the same time, most guys are known to either play games alone or with other male friendsâ€” not so much their girlfriend, wife, etc. The study, which actually started in , had couples in their second year of marriage decide what aspect of their relationship was most important. Their answers demonstrated a strong correlation between the importance of partaking in fun, exciting activities together and a good relationship. Howard Markman, one of the psychologists involved in the study said this: Source Conclusion Just like video games themselves, the field of studying how games help or hurt us is still very new. There is still plenty of research to be done before we find out how the virtual characters, stories, and worlds we love really affect on a physical and mental level. It will help them realize that instead of giving us problems, games may have actually been improving our lives in some ways.

2: 10 Reasons Why Video Games are Good for You, Sometimes

But, Parents Are Being Played Like A Video Game is also full of helpful tips on a variety of things; from chores, to homework issues, to peer problems, to divorce. It offers a test that readers can take to see what type of nurturing parent they are, and in the extensive bibliography, it lists numerous books and web sites that parents can go to.

Tweet 5 Shares Video games like Fortnite are incredibly popular with tweens and teens. The developers add new features and play modes every week to entice players to come back and play more often. What seems like harmless fun between kids can quickly become an addiction. About Fornite Fortnite uses voice chatting and text to communicate with other players. With voice chat turned on, players can interact with each other via voice chat and be exposed to unsavory strangers. Voice chat may subject your child to bad language, bullying, racism, sexism, homophobic comments, and could potentially even be petitioned by other players for identifying personal details. You can help eliminate the danger by turning voice chat off. Because of all the continual upgrades and extra features, players are spending a lot of money on the game. Many players use 3rd party upgrades, which have been reported as being malicious in nature. Your child will use shotguns and automatic rifles and try to kill pretty much every other character they see. While it may be less graphic than other video games, the action is still squarely focused on gun-based combat. Some tweens may be able to handle the action just fine while some teens with a tendency to go a little overboard on their gaming might need supervision and limits placed on play time to reduce the risk of obsession. You know your child best, so with proper supervision, you can assess their readiness. Protect your kids by turning off voice chat right from the start. Set time limits on video games to teach your kids a healthy balance of screen time. Knowing how much time they get up front will make it easier to turn off the game when time is up. Encourage your kids to have offline time and to get outside. Children are more likely to stay safe online when their parents are present. Talk openly with your kids about spending limits on the apps and upgrades. Make sure they ask before downloading anything new. Have honest conversations about online safety. Teach them to never share their personal information even if it appears the other players are safe.

3: How Video Games Kill the Soul & Body - TFP Student Action

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Is he avoiding social situations and is his behavior worsening as a result of constant gaming? When I shut the game off, he freaks out and goes ballistic! This article is not intended for use as a diagnostic tool for your child, nor is the advice intended to take the place of treatment by a licensed medical or mental health professional. Some games are educational, some promote physical activity, and when played with others games can help children develop the skills of sharing and cooperation. This is a really tough place to be. Video game designers create the games to be highly engaging and to make the user want to keep playing. Children especially can have a very hard time stopping once they get stuck in the positive feedback loops or reward cycles these games create. They seem to be his only motivator and occupy the majority of his thinking. He becomes depressed, moody, angry, aggressive or violent when he is unable to play. Your child has stolen video games from stores or friends, or stolen money from others in order to buy video games, more than once. He frequently lies about how much time he spends playing video games. For some of you, this will be more challenging than for others. Some kids are much more deeply involved with video games and setting limits in these cases will be harder. Here are some ideas to get you started: Determine if you need more support If most of the above examples sound like your child, or if your child becomes destructive, aggressive, threatening or violent when you try to enforce or set limits on their gaming, it might be helpful for you to talk to someone in your area who can work directly with you and your child as you make changes. Start off slowly The American Academy of Pediatrics recommends limiting video games to one hour per day. Let your child know you are starting to question whether video games have a place in your home because they seem to cause a lot of problems. Be specific Let your child know what guidelines you are going to be using to determine if video games are working out or not. James Lehman talks about four questions you can use to assess a new limit in your home: What will we see if this is working? What will we do if this is working? What will we see if this is not working? What will we do if this is not working? Problem solve Work together with your child to find a new technique he can use to try to shut down the video games in a much more timely fashion. For example, maybe you discuss the idea of your child avoiding certain more engaging games at certain times, or set up a reward system for turning the game off when a timer goes off. Talk these things over with your child to help him be successful. But, I found that most of these companies have websites with instructions for setting up parental controls. And get ready for this, parents: Did you know that Xbox is equipped with a family timer? You can program the console to shut itself off after the allotted gaming time has been used up for the day! Here are some links to some websites for more information about parental controls. Apple products are a huge challenge for parents as well, so I included them in my list below.

4: PTC Violent Video Games and Minors

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This article is over 4 years old Children do love games “ but should they be playing them, and if they do, what sort? These noisy yet seemingly seductive things are on computers, on smartphones and tablets, and on expensive consoles that your kids will tell you everyone else has. Even if you never intend to play a game in your life, you should probably know about them “ if only to understand what it is that drags other people in. How does the games industry work? There are three different sectors to the market: With the advent of broadband internet, however, many games are downloaded straight to the PC, console, tablet or smartphone. These are called micro-transactions and are very common on smartphone and tablet games. Who are the big companies? Most boxed games are produced by large multinational publishing companies. The console manufacturers Microsoft, Sony and Nintendo, and the major "third-party" publishers, Activision Blizzard, Electronic Arts and Ubisoft, are the traditional giants of the industry. These companies have their own in-house development teams designing games, but they also publish the games developed by smaller independent studios. After these come several Japanese publishers “ Sega, Square Enix, Konami and Capcom “ which used to dominate the industry, but have struggled with the decline of amusement arcades. In the era of digital distribution, more and more smaller companies are "self-publishing" which means they create the games, then sell them via online stores like Steam on PC or the Apple or Google App Stores. The UK has more than development studios all over the country, many of them now self-publish in this way. There are also many huge new publishing companies specialising in mobile games and massively multiplayer online games. King, for example, is the successful publisher of smartphone hit Candy Crush Saga and many other casual titles. Meanwhile, the Chinese investment company Tencent is quickly becoming one of the biggest forces in gaming through its mobile and MMORPG massively multiplayer online role-playing titles. China is one of the key emerging forces in the global games industry. Apple and Google run the app stores on their respective phones, while television manufacturers like Samsung are now including app stores on their internet-connected TVs. Furthermore, internet and television service providers like Sky and Virgin Media are keen to entice gamers who tend to pay for higher download and upload speeds. Where are games made? All over the world. UK does not have any major publishers anymore, but it does have some extremely successful developers. Scandinavia has also become a major game producing area, while India, Eastern Europe and South America have emerging game development industries. How big is the games industry? So the games industry is bigger than cinema and music put together. When is it OK for children to start playing video games? This is a controversial subject and academic researchers are only just starting to explore the effects of screened entertainment on very young children. Several studies published in the last decade has suggested that screen time before the age of two can affect language development. There have also been links to the later development of ADHD in children who were exposed to screened entertainment before the age of three. In , psychologist Dr Aric Sigman advised that children under the age of three should not be exposed to any form of screen entertainment. More research is needed, though. Can games be educational to children over three? After the age of three, there is evidence that educational tablet and smartphone games can help children with numeracy and literacy. Numerous computer and tablet games are now regularly used in education. Sites like SumDog , BugClub and Mathletics are integrated into learning programmes, allowing teachers to monitor the reading and maths skills of students. The game give pupils points for successful tasks, incentivising development. For older children, there are plenty of games with creative and educational value. The most obvious example is the building simulator Minecraft, which can teach players everything from architecture and physics to electronics and geology. A company named TeacherGaming has developed a special version named MinecraftEdu for use in the classroom, allowing teachers to set up and guide projects. Titles like Civilization and Sim City teach strategic thinking as well as providing information on history, geography and urban planning. There are also excellent space sims like Kerbal Space Program and Orbiter that teach children

about the basics of aeronautics. What about video game violence? It is very important to realise that not all games are suitable for children. Indeed, many video games are designed for adult players only. Every game sold in stores is required by law to display an age rating on the box. As well as an age rating, game boxes must also show a series of icons informing customers about the sorts of content a game will contain – including violence, sex and drug use. Dozens of studies have been carried out into the effects of game violence on teenagers, and many show a short-term spike in aggressive behaviour. However, the methodology is often questioned and there is very little research into the long term influence of violent games on behaviour. Whatever the case, if a game is rated 18 or over, it should be treated like an 18 certificate movie – it is unsuitable for younger children. Do games make children antisocial? Again, there has been plenty of research into this question. In , researchers at Brigham Young University, Utah, questioned college students and found a link between video game play and poor relationships with family and friends. However, it may well have been that antisocial people were drawn to video games, rather than video games making them antisocial. In , researchers at Iowa State University found that "prosocial games" – titles that encouraged players to co-operate and help each other – increased helpful behaviour. There are lots of games that people can play together in a co-operative rather than competitive way. Minecraft is a great example and many of its fans also love the similar Terraria , as are the Lego titles. Setting limits on play The authors of the Iowa report had two key pieces of advice for parents worried about games. The first was to keep games machines such as computers and consoles in a communal area of the house so that play could easily be monitored. The second was to set time limits on the amount of time children could play. What are the most popular types of games? However, sports games such as Fifa are also very popular, as are fitness and dancing games like Wii Fit and Just Dance. On the PC, massively multiplayer games like World of Warcraft continue to be popular, as do strategy simulation games like Starcraft. One of the biggest genres in PC gaming right now is the Moba, or multiplayer battle arena. Titles like League of Legends and Dota 2 have vast fanbases. The website Statista provides a handy chart of popular genres , based on data from US gamers. What are the big games right now? For the last five years, the biggest brand in the gaming world has been Call of Duty, a range of first-person shooters from Activision; see our guide on that series. Outside of mainstream gaming, the cult hit Minecraft now has m registered users and is available on almost every games-capable machine. There are also many globally successful online multiplayer games like World of Warcraft, and the free-to-play giants, Rift, Neverwinter and Tera Online. This year, the top releases have been the Wii U racer Mario Kart 8, the dark fantasy adventure Dark Souls 2, the online shooter Titanfall and the smartphone games Hearthstone, Threes and Monument Valley. There have also been excellent "indie" games, designed by smaller studios: Ascension have all been crossover hits. What are some of the big discussion points in gaming? The battle between the two new games consoles – the Sony PlayStation 4 and Microsoft Xbox One – is getting a lot of coverage. Both machines have fast, powerful multi-core processors and advanced online features, but so far Sony has won the hype war and its PS4 machine is selling better, shifting seven million units since the launch last November. The rise of free-to-play games on smartphones has been controversial with many parents caught out by huge gaming bills as children download extra content, unaware that in-game micro-transactions are usually billed later. In terms of technology, virtual reality is once again picking up interest. Players view the world via screens placed close to their eyes, while their movements are transferred into the game by tracking sensors. We could start seeing these devices hit the shelves by Christmas Dark Souls, Watch Dogs and the forthcoming space epic Destiny all support this feature. The phenomenon of professional gaming – or "esports" is also gaining a lot of interest. Over 70m people worldwide regularly watched coverage of professional gaming tournaments last year. Coverage is shown mostly online via live-streaming channels like Twitch. How do my kids find out about games? For the last five years, major video game sites like GameSpot, IGN and Eurogamer have provided video game news, previews and reviews to many millions of gamers around the world. These are still the industry leaders in many respects. However, more and more young gamers are turning to YouTube presenters like Syndicate and PewDiePie for their games coverage. Could my child get a job in games? The government has just granted UK developers tax breaks in order to increase their attractiveness to foreign investors and publishers, and to support innovative development – this should

provide a boost to development in the future. The games industry needs maths, physics and computer science graduates as well as skilled animators and artists. The organisation Creative Skillset has advice and details on video games courses in higher education that are approved as fit for purpose. However, hours tend to be long and pay is often lower than in other technical industries requiring the same skills. Computing graduates will earn more developing software in finance or for the military than they will making games. However, the games industry is a creative industry, like film and TV, and carries a similar allure. Games are now recognised by Bafta which holds a video game awards ceremony every year. There is a skillset crossover between games and movies, with animators and artists usually able to move from one discipline to the other, though competition is fierce. Should I play games with my kids? Co-operative titles like The Lego action games also allow players to solve puzzles together.

5: Do video games lead to violence? - CNN

Parents Are Being Played Like A Video Game! is a parenting book written for the parents of very young to preteen children concerning their children's Character Trait Development. This timely book brings awareness to the forefront and illustrates the increased necessity for more tough-loving parental involvement to bring about a more connected.

She has travelled internationally to speak at conferences on the dangers of gaming. Could you please explain why you founded Online Gamers Anonymous? In , my son Shawn became addicted to an online video game called Everquest. Within three months he quit his job, got evicted from his home, and was up all night playing. Despite our efforts to help him get his life back together, he committed suicide only a year and a half after being introduced to the game. In , I founded the Online Gamers Anonymous site so these people would have a place to go and know they are not alone. I want to warn people that these games can take control of their lives just like drugs or alcohol. Some gamers told me one can become addicted in less than 24 hours. Games can be a drug of choice and need to be looked at that way. We host several meetings a week where addicted gamers can talk and support one another to turn their lives around and also have a very active forum where different topics are discussed. Do you have any tips for parents who have video games in the house? Children cannot be raised on just one activity otherwise they will run into difficulties. Even if the child protests. That means getting them into sports, social events, and educational activities. Alternatives need to be presented. Who can get addicted and what are the consequences? Anyone can get addicted. Colleges recognize that video games cause a huge percentage of their dropouts. Many now bring in counselors to deal with excessive gaming. Some are asking students if they play games before offering a scholarship. They know they might be wasting a scholarship on a gamer. I know several parents who lost their college funds to their gaming children this way. Many teenagers being pulled into these games are actually geniuses. They are very intelligent and highly motivated. Proof of this is that many games require hours of tedious effort, concentration and patience. It is very sad to see how all this brilliant mind power is being wasted. Besides considering how these games are affecting their personal lives and education, we should imagine what could be happening if these very capable people were solving the real problems of society. Instead, video games have become a big part of the dumbing-down of our society. Fully grown, hard-working adults also get addicted. I know several who had a job and house but lost it all to the games. An extreme case is of a man in Florida who lost his job and had to start living on the street. Many fathers leave their families to spend more time gaming. This often leads to problems because married women end up leaving husband and family, neglecting their real children, to be with someone in the game. There are many examples of this. An extreme case is the Korean couple who let their real child die of malnutrition because they spent all their time taking care of a virtual baby. Most video games give children a sense of worth and accomplishment. One of the main dangers is precisely that it is so very easy to get worth and accomplishment from a game. So the child grows disappointed with real life and ends up by quitting in real life. Instead of satisfying his desire for things like worth and accomplishment through social interaction, he obtains it through the game. Then he fails to get the experience he needs in real life, especially by suffering and learning how to deal with the bad as well as the good times. I could see this in my son. In the game he could easily do whatever he wanted and feel like he was accomplishing something. In the mean time, he was not spending time nurturing his real life, so there was nothing there to sustain him. He no longer cared about the future and advancing in his real life. Anyone who wants real accomplishment needs to get out of gaming and get working in real life. What would you tell parents who use video games to help entertain their children? I have seen a lot of reckless behavior by parents because they want to use games as baby sitters. Unfortunately, a lot of it is because many are gamers themselves. Firstly, giving children a game to get them out of your hair is not being a good parent. Be with your children in real life! I know of a father who taught his 3-year-old child to play World of Warcraft with him because he felt that if he could get his child addicted to it then he could interact with him through the game. Secondly, I recommend parents not allow any child under 16 to play games connected to the Internet, period. You never know who they are playing against, and pedophiles are figuring out ways to connect with children through these games. Giving

them Internet games is like putting them in a public bar by themselves. These games can have sexually explicit material, cursing, drug use, senseless violence and destruction. If this stuff was in a movie, the violence alone would make it R-rated. Most of the Christian families I talk to would never hand their children an R rated movie, but they allow them to interact with violent games. This is very damaging. What if the games are non-violent and not online? Again, video games should be viewed as possible drugs and no one should be allowed to become addicted to them. We really find that when a gamer crosses the line from having the choice of playing to being compelled to play, his mind has actually been rewired by the gaming. He is no longer playing because he wants to but because he has to. Then he starts hating the games but cannot stop. And then, as his life breaks down, he goes into a vicious circle of feeling guilty and having highs on the games, only to plunge back down and return to the game where it all starts again. And while tapping away at controls he becomes dehumanized, giving less importance to his senses, not going outside, getting exercise or sunshine eating good food; he turns into a human shell. I also believe that more research has to be done but there is already enough information on how gaming affects especially the young, stunting their mental growth and social development. He stopped talking to people, including to me, his own mother. Before getting into this game he was just like the rest of us. He had a future, plans, friends, and a job. After he became addicted it was like a light in his mind was switched off. He no longer cared about how he would spend his real life; he no longer saw a real future; and he had no more goals or principles. He just stopped thinking about reality and became depressed. His whole personality changed and he became anti-social. Could you give an example of how some parents intervene too late? One of the boys I knew was a year-old from Canada called Brandon. He was playing a game called Call of Duty and his parents were struggling with him to quit, as they knew it was causing problems. Brandon attached far too much importance to being a very powerful person in this game and wanted to stay in it because of all the fake power and attention he was getting. In , his parents finally decided to put their foot down and took the game from him. Brandon ran away from home and a few weeks later some hunters found his dead body about seven miles from the house. It seems he jumped from a tree. Have addicts talked to you about the gaming buzz causing emptiness in real life? The gamers get an adrenaline rush to be able to attain the next level and figure out what to do next. Parents telling you to go sweep the floor, do your homework, do the dishes, and eat at the table; talk with your sister. After my son became addicted to Everquest and was diagnosed with mental problems, he was admitted to a long-term support program. He was living in a group home five miles from my house. This was shortly past midnight. Thinking it was a burglar, I got a bat to challenge the thief. Then in walks my son, who was addicted to a game. He had walked five miles from the group home to play it. Who knows how many times he was getting up at night to play the game? Children admit it all the time on my forum that they are spending all night in front of these games without their parents knowing. My son would have never have done that before his addiction. He loved parties and socializing.

6: - Parents Are Being Played Like a Video Game! by Gregory L. Chester

**Parents Are Being Played Like A Video Game!* is a parenting book written for the parents of very young to preteen children concerning their children's Character Trait www.enganchecubano.com timely book brings awareness to the forefront and illustrates the increased necessity for more tough-loving parental involvement to bring about a more connected.*

Trump blames video games, movies for violence This detail led many to worry that violent video games may be negatively affecting their own children. What is the truth? Read More Both the American Psychological Association and the American Academy of Pediatrics take a firm stance against children and teens playing violent video games. The titles seem to say it all: The American Psychological Association observed in an August policy statement that research demonstrated a link "between violent video game use and both increases in aggressive behavior Video games, the academy noted, "should not use human or other living targets or award points for killing, because this teaches children to associate pleasure and success with their ability to cause pain and suffering to others. These clear, no-nonsense arguments appeal to many parents. However, they may not represent the views of the entire field. Some social scientists have come up with more unexpected results. Whitney DeCamp, an associate professor of sociology at Western Michigan University, says the evidence points to either no relationship between playing video games and violent behavior or an "insignificant" link between the two. Screen violence -- real and fictional -- harmful for kids, experts say Sure, he said, some studies have revealed a connection between kids playing violent video games and violent behavior. But there is a problem with "looking at those two things in a vacuum": Kids who like to play brutal video games may have a predisposition toward aggression, he said. The real question, he said: Does playing violent games cause a person to act violently? In his own study , he examined that question using data from the Delaware School Survey, which included responses from 6, eighth-graders. Among the questions, students were asked whether they had played violent video games in the past year. DeCamp factored out the propensity to play violent video games due to a natural attraction to brutality along with other factors, such as gender and family relations. He discovered that playing video games, no matter how bloody, did not predict violent behavior. Christopher Ferguson, associate professor and co-chairman of the Department of Psychology at Stetson University, supports this view. In fact, he goes so far as to suggest that violent video games may help reduce societal violence rather than increase it. He added that newer studies "with better methods" have typically failed to find much evidence of a connection between brutal games and even minor aggressive acts, let alone violence. Persuasive evidence comes from an economic study published in February , which looked at violent criminal offenses in the weeks after the release of popular video games. Tracking both sales and crime rates, the authors discovered that general societal violence decreased in the weeks after the appearance of a new edition of a popular title. Obviously, this does not rule out longer-term effects, the authors admit. Still, they make a bid for the games offering "cathartic" effects, allowing players to safely release their aggression. While the debate rages on, Ferguson believes the tide has turned against linking video games to violence. When asked about the teen shooter in Munich, DeCamp said, "we need to take a lot of caution before we place the blame on any one particular thing. Both the psychological association and the American Academy of Pediatrics suggest that parents take an active interest in and monitor the games played by their children. This simple bit of practical advice -- and not an all-out prohibition -- may be the best solution.

7: What every parent needs to know about video games: a crash course | Games | The Guardian

Parents Are Being Played Like A Video Game! by Chester, Gregory L.. AuthorHouse. PAPERBACK. Satisfaction Guaranteed. Please contact us with any inquiries.

Written by Giovanni Albanese Jr. And not just between the entertainment industry and medical experts. The topic is prominent enough that it prompted the American Academy of Pediatrics AAP to issue a recommendation last month about children watching violent movies and playing violent video games. The research was the first in this field to examine the breadth of previous studies, and to undertake multiple approaches to reviewing the literature. The data demonstrated a consistent relationship between violent video game use and increases in aggressive behavior, cognition, and effect, according to the APA Task Force on Violent Media report. Video game violence also leads to decreases in pro-social behavior, empathy, and sensitivity to aggression, the task force added. Scientists have looked into the use of violent video games for more than 20 years, but task force chairman Mark Appelbaum, Ph. The APA report went on to say that no single risk factor consistently leads a person to act aggressively or violently, but rather it is an accumulation of risk factors that leads to the aggressive or violent behavior. Violent video game use is one such risk factor. Vic Strasburger, distinguished professor of pediatrics emeritus at the University of New Mexico School of Medicine, said it goes deeper than violent video games. They have mental illness. They are socially isolated. They play violent video games. Other theories arise The APA report was contradicted seven months later by another study that focused on children in Europe. The team of 13 researchers looked at the video game playing habits of more than 3, children across Europe in "Video games are now a part of a normal childhood," said Katherine Keyes, one of the 13 authors, and a professor of epidemiology at Columbia, in a U. News and World Report article. News and World Report. Another study that was published in October concluded that parents were an important factor in determining how much time children spend playing violent video games. Researchers at Iowa State University used an online survey of both parents and children aged 8 to 12 for their conclusions. Association urges changes in industry There are calls for the video game industry to clean up its act. After its study, the APA urged the video game industry to design games that include increased parental control over the amount of violence the games contain. In addition, they are encouraging the Entertainment Software Rating Board to refine its video game rating system. Video games are extraordinarily common. This story was originally published on August 14, , and was updated by David Mills on August 18,

8: Parents'™ Guide to Fortnite (PEGI 12+) " AskAboutGames

The parents taking part were asked if they checked the age restrictions of their children's video games before allowing them to play, to which just under two thirds, 64%, answered "no".

Graphic TV programs, sexually explicit magazines and alcohol all must be kept out of reach. Unfortunately, parents must add another pop culture challenge to their list: Many are unaware that a ratings system for video games even exists, and children probably know more about the rating system than their parents do. Violence is the most prevalent health risk for children and adolescents. Homicide, suicide and accidents are the top causes of death for 10-year-olds. Each year, more than 1 million adolescents are arrested for violent crimes; more than 1 million are seriously assaulted; and 3,000 are murdered. More than 3,000 research studies have examined the association between media violence and violent behavior. All but 18 of the studies have shown that the more violence one sees, the more likely one is to be violent. According to the AAP, depictions of violence that are realistic, portrayed without pain and suffering, and experienced in the context of good feelings are more likely to be emulated. On April 20, 1999, two heavily armed adolescent boys walked into Columbine High School in Littleton, Colorado and shot 12 of their classmates and a teacher to death. Then they killed themselves. What led these boys to deliberately kill their fellow students is complicated and no single reason has been identified as the cause. One of the questions parents asked after the Columbine shooting was: These acts are graphically depicted and include victims being shot, beaten to death, decapitated, burned alive and urinated on. These games may also present favorable depictions of prostitution, racism, misogyny and drug use. Parents do know that children learn by observing, imitating what they observe, and acting on the world around them. According to child psychologist Michael Rich, children develop what psychologists call "behavioral scripts. One can easily see how repeated exposure to violent behavioral scripts can lead to increased feelings of hostility, expectation that others will behave aggressively, desensitization to the pain of others, and an increased likelihood of interacting and responding to others with violence. Violent video games are an ideal environment in which to learn violence. Parents already know they must be aware of the television and movies their children watch. Now they must be aware of the content of the video games their children play at home and in the homes of their friends. To educate parents and guardians about the content of video games, Mothers Against Violence in America invites parents to join the Campaign for a Game Smart Community and learn about the content and rating system. There are hundreds of video games available; selecting the right game for your child is very important. Become a Game Smart Parent at www.

9: About Your Privacy on this Site

My kids grew up playing video games, but they didn't play violent ones. Many of the games out there are educational. Some are not, but you still learn things from them like spatial skills, hand-eye coordination, and you get the added benefit of learning to be comfortable with computers.

Parental Controls for Game Systems: What Are My Options? For many families, video games are a part of everyday life. Many games allow players to talk and play with other people or buy more content right from the console or game. And plenty of games are designed with a grown-up audience in mind. Depending on the system, parental controls might include: This setting lets you decide which games can be played on a console or handheld gaming device based on the rating from the Entertainment Software Rating Board ESRB. For example, you might set the system to allow games Rated E for Everyone to be played, but not games rated Teen or above. This setting can prevent your kids from accessing online features. For example, some systems include parental controls that allow you to mute or disable online chat, which might include profanity or bullying by other players. Some systems that offer online gaming also give parents the ability to approve friend requests or create approved lists of friends their kids can play with or talk to. Some game systems let you set days and times your kids can play, and for how long. Some systems let you create multiple profiles with different settings for each. Sometimes you can buy downloadable games or downloadable content with the credit card tied to your account. But in most cases, you can set a password to restrict those purchases. Microsoft, for example, offers parental control information at getgamesmart.com. Video Game Ratings Along with using parental controls to set limits, think about what kind of games you want your kids to play. Video games have their own rating system from the ESRB. Ratings, printed right on the game box or included at online storefronts for games downloaded directly to a game console include: On the back of the box, the content descriptors detail game elements like violence, sex, language, and gambling that may have triggered a particular rating. Games that are available only as a download through a console or handheld storefront do not get rating summaries. Other organizations offer even more detailed information on game content. For example, Common Sense Media has game reviews, including recommended ages, at commonsensemedia.com. The Android, Apple, Microsoft, and BlackBerry mobile operating systems, as well as some online retailers, have online app stores. But since not all apps are free, you may have to provide a credit card number to set up an account. Some app storefronts have developed their own content ratings for the apps they offer. Some parental controls rely on content ratings to screen out apps that may be inappropriate for kids. You may be able to restrict content by age rating, or require a password for in-app purchases and app downloads. Check with your mobile provider. What some apps may allow: Some developers offer app users the ability to buy more content within a game. For example, you might be able to buy virtual currency from a game to buy virtual extras for an online world or avatar. Or you might be able to pay to upgrade to a premium version of a game. Many devices have settings that allow you to block in-app purchases or require a password before they can be made. Ads running inside an app may allow you to call phone numbers directly or visit websites appearing in the ad. Many phones and devices let you turn this feature off. For more on mobile apps, including the type of data they may collect, read [Understanding Mobile Apps](#). Web-Based Games What about the time your kids spend playing games online? For more on tools that might help, read [Parental Controls](#). Are there limits on what they can play, or when and how long they can play? That opens the door to ask questions and have conversations on the spot.

Calorie restriction diet plan Lip balms and topical application sticks No small parts, only small actors, the world of an adult film actor. Brunels tunnel and where it led How the worlds most notorious atheist changed his mind. Self-Esteem, What It Is CQ census analysis Multi-objective optimization in computer networks using metaheuristics A systematic approach to consulting for city administration Pathways through surgical finals Rc bait boat plans Bragg Gratings, Photosensitivity, and Poling in Glass Fibers and Waveguides: Applications and Fundamental The Ecuadorian jungle Essential Infectious Disease Topics for Primary Care (Current Clinical Practice) Cipant observation is actually a blending of various techniques, a / Public debt limit The Twisting Vine The truth about performance management E-books penetration testing with backbox Octavius Bloom and the house of doom Sun grid engine tutorial The dance of the red swan. Power and Gender in Renaissance Spain Bashir badr poetry books Fire and Ice (Powerpuff Girls) Karens lessons in love Nature at your doorstep Office Emergencies Writing mysteries sue grafton Management by chuck williams 6th edition Frommers Portable Dublin Your addiction challenges Dragonlance Chronicles Special Edition (Dragonlance Chronicles) When President Kennedy visited Pike County Chaucer and the rhetoricians The traitor queen Birds of Venezuela Roasting the Swan of Avon The trial of Adolf Hitler Exam 70 487 developing windows azure and web services