

THE ROLE OF VIDEO GAMES IN CHILDHOOD STUDYING

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Abstract

In recent years, the impact of games on children's behavior has become one of the most hotly debated topics in psychology. Looking back in time, the video game industry is one of the most rapidly growing segments of the entertainment industry, with video games of all genres becoming the most popular form of entertainment. The most common and tolerable form of entertainment these days are ongoing demand of playing Video games. The number of grown-ups who play video games have augmented due to the earlier generation of gamers having transitioned or moved into adulthood. Although it is assumed that video games are mainly for children and is considered as "childish" or "juvenile," the gaming industry has already stretched its height among the adult spectators. But the matter of children playing video games continues nowadays a lot. Many a times, games are attributed and accused for the escalation of violence and aggression among children. People have been inquisitive as to what the special effects of games on youngsters really are if whether they both have positive and negative effects or none at all.

Keywords: children's behaviour, Video games, adulthood.

Introduction

A video game is a game in which images generated by a computer program are electronically manipulated and displayed on a monitor or other display. General-purpose shared and personal computers, arcade consoles, video consoles connected to home television sets, handheld game machines, mobile devices such as cellular phones, and server-based networks are examples of machines, or "platforms," on which electronic games are played. Digital games may be ideal for cognitive skill development because they are engaging environments that provide learners with immediate and personalized feedback, a flexible learning experience, assistance in sustaining attention, and various types of engagement. A video game is a game in which images are electronically manipulated. However, new research suggests that digital games of all genres and styles help children learn transferrable skills like communication and collaboration, problem solving, attention, and memory. "Digital games can help improve ICT skills, teach complex problem-solving, increase creativity, promote genuine collaboration and make [children] feel a wide range of emotions." The most common and tolerable form of entertainment these days are ongoing demand of playing Video games. The numbers of grown-ups who play video games have augmented due to the earlier generation of gamers having transitioned or moved into adulthood. Although it is assumed that video games are mainly for children and is considered as "childish" or "juvenile," the gaming industry has already stretched its height among the adult spectators. Many people working in the field of education, especially teachers of, as they say, the old in schools, one of the principal's reactions especially pointed out: during the discussion on Permission to conduct student polling, the principal asked about the theme of the paper, and her reaction to the title role of video games in the student's overall success was: "Oh, yes,



that's a very big problem." We notice negative impression in older population, but since video games are so popular that sometimes they are considered a kind of art, they indubitably affect the lives of consumers, either positively or negatively. But how do video games affect students? It is indubitable that most children and adolescents at least sometimes play video games. For this reason, since the 1980s studies have been carried out on the subject of video games, mostly focused on negative impacts, especially the impact of violent video games, but certain positive impacts were also found. Some of the negative and positive impacts, found by previous research, are presented in this paper. These studies leave space for various interpretations, and therefore the main issues of these studies are also briefly presented in the paper. In order to understand the role of video games, as well as the results of the earliest research on the role of video games, we will briefly present the history of video games.

Nowadays our students have a lot of for the extra activities and they are almost spending their precious time on the mobile as well as them almost wasting their time in video games. They have not trying to connect their studies with the books most of the time; they are in before Facebook or YouTube and other video games. In this case so many students learn good things as well as bad things almost our children open the prohibited sides. They have spent most of their time on the video games these also put the date on the learners learning.

TV, computers, the Internet, videogames (Play station, Game boy, BSB, etc.) have become a major challenge for parents and Muslim families in the contemporary world. Parents are wondering how to train their children. How to protect children from the negative effects of these things. It is fact that these things have positive and negative possessions found in the life of children. The positive and negative effects of video games are being observed. Family, society, the state and mankind will have to adopt a comprehensive and clear-cut approach to the future to tackle the problems and dangers of video games, without that it will not be built. The world of video games has had a wonderful revolution. The changes in skill have led to the realization of games, while there are many benefits to one side; many of the disadvantages have also emerged. Computer technology and the Internet have made video games for teens and children much cheaper and easier. Video games are affecting everyone.

Literature review

Claudia Sălceanu (2014) The current study aims to investigate the attitudes of parents (N=1087) regarding the influence of computer games on their children's development in the following aspects: time they spend at the computer to play, types of favourite games, ways of child supervision, benefits and disadvantages of computer games. The results of the research show: x 30.47% of children may access the computer anytime they want; x the computer is mostly used for games (36.28%); x 42.87% of parents supervise their children's activities at the computer only when they have spare time; x 50% of parents allow their children to spend 1-2 hours at computer games every day, while 28.54% allow 3-4 hours (and more) of computer games every day. The biggest benefits of computer games, according to parents, are thinking development (9.60%), observation capacity (8.27%), and creativity (8.01%). The

biggest disadvantages of computer games are the lack of physical movement (13.37%), sight disorders (13.15%) and agitation (8.58%).

Craig A. Anderson, Wayne Warburton (2012) This study reviews the international research on the impact of violent video games on children and adolescents. Though some helpful effects of video game playing have been reported, the research has found many negative consequences, especially after excessive playing.

Video game play may provide learning, health, social benefits, review finds

The study comes out as debate continues among psychologists and other health professionals regarding the effects of violent media on youth. An APA task force is conducting a comprehensive review of research on violence in video games and interactive media and will release its findings later this year. "Important research has already been conducted for decades on the negative effects of gaming, including addiction, depression and aggression, and we are certainly not suggesting that this should be ignored," says Isabela Granic, PhD, of Radboud University Nijmegen in The Netherlands, lead author of the article. "However, to understand the impact of video games on children's and adolescents' development, a more balanced perspective is needed."

While one widely held view maintains that playing video games is intellectually lazy, such play actually may strengthen a range of cognitive skills such as spatial navigation, reasoning, memory and perception, according to several studies reviewed in the article. This is particularly true for shooter video games, which are often violent, the authors found. A 2013 meta-analysis found that playing shooter video games improved a player's capacity to think about objects in three dimensions just as well as academic courses designed to enhance these same skills, according to the study.

Playing video games may also help children develop problem-solving skills, the authors said. The more adolescents reported playing strategic video games, such as role-playing games, the more they improved in problem solving and school grades the following year, according to a long-term study published in 2013. Children's creativity was also enhanced by playing any kind of video game, including violent games, but not when the children used other forms of technology, such as a computer or cell phone, other research revealed.

Simple games that are easy to access and can be played quickly, such as "Angry Birds," can improve players' moods, promote relaxation and ward off anxiety, the study said. "If playing video games simply makes people happier, this seems to be a fundamental emotional benefit to consider," said Granic. The authors also highlighted the possibility that video games are effective tools for learning resilience in the face of failure. By learning to cope with ongoing failures in games, the authors suggest that children build emotional resilience they can rely upon in their everyday lives.

What are the Concerns about Playing Video Games

Video games have been found to cause serious brain health problems such as addiction and depression. They are also known to be harmful to the development of cognitive skills, attention span, and problem-solving abilities.

Many people find that when they play video games for an extended period of time, they develop a level of addiction to them. This can lead to negative consequences like problems with self-esteem and job satisfaction, among others.

Parents should be aware of the dangers their children might face when playing video games, and work together with them to create a safe game space for them to play. Often times, this takes the form of setting limits on how much time their child can spend playing a particular type of game, or providing positive reinforcement if they're behaving responsibly while playing video games.

Positive Effects of Video Games

Despite the concerns of many parents, not all video games are harmful to child development. Many games provide interactive forms of education for children. They help teach children about a variety of skills.

Provide children with problem solving skills and enhance creativity

Games such as "Legend of Zelda" provide children the opportunity to think creatively as obstacles arise. The character in the game searches, navigates, plans and tries different approaches to advance through the game. Other games such as "Bakugan: Defenders of the Core" also involve planning and opportunities to problem-solve. "Minecraft" is a popular game that encourages players to utilize "modding" (modification) options to customize their character's appearance. They can develop new worlds and levels. Modding gives children opportunities for self-expression.

Teach kids about history and culture

Certain games are focused around real-life historical events such as "Age of Empires", "Civilization" and "Mythology". These games can stimulate an interest in geography, world history, ancient culture and international relationships. Parents can then tie these games to books, museums and media about culture and geography to inspire learning.

Help children make friends

Video games can encourage children to make friends as it is an opportunity for social activity. Video games create a common interest for your children to make friends with others who share the same interest. Children can create peer circles both locally and online. Research shows that boys frequently converse about video games with their peers. Making friends through video games carries over into the teenage years.

Allow kids to share the joy of competition

Competition for recognition among peers is a normal and healthy behavior. Surveys note that one of the popular reasons for playing video games is to compete with other people. It is a safe form of competitive expression and can give children who are not good at sports an opportunity to excel at something.

Enhance leadership skills in children

When children play games in groups, they take turns leading and following. Teens who play in groups online feel like they gain leadership skills in persuasion, motivation and mediation. Online games also expose children to other children of different ages and nationalities as they play together in mixed age groups.

Motivate children to teach others

Many children enjoy playing video games with other children because they like to teach others how to play. They teach each other how to go from one point to another, collect certain items, and combine different elements of a game to succeed.

Improve children's memory

Video games can help improve a children's memory even when they no longer play the games. Studies show that video games facilitate cognitive changes in the brain. Adults who have had experience with video games before adolescence perform better at memory tasks than those who have not had video game experience as a child.

Negative Effects of Video Games:

Video games can have a negative effect on a child's development. This is particularly related to aspects of violence, antisocial behaviours and increased aggressive thoughts and feelings.

Encourage violent behaviour

Studies show that those who watch simulated violence, like that in video games, can become immune to the violence and more inclined to act violently themselves. There has been a correlation between violent game use and aggressive behaviour. There is insufficient evidence to link violent video games to criminal behaviour. The interactive nature of some of the video games can worsen the effects of the game violence on children by encouraging repetition and rewards for the behaviours.

Promote social isolation and anti-social behaviour

Spending too much time playing video games can isolate children. They may spend less time doing other activities such as reading, sports, homework and interaction with family and friends. However, amongst video gamers, being a loner is not the norm. Video games can actually augment a child's social life.

Discourage children to do well in school

There are studies that show that the more time children spend playing video games, the lower their performance is in school. A study found that video game addicts have lower grades and have more destructive behaviours such as arguing and fighting with parents and teachers. Some students admit that their video game habits affect their school performance.

Conclusion

Parents need to be involved in monitoring their children's video game playing habits. This includes being aware of which video games their children are playing and knowing when to intervene in their children's gaming. Be mindful of any kind of video games with violence and its effects on your children. In addition, parents need to establish boundaries for their children in relation to their game playing to prevent it from becoming a bad habit. Never allow your children to spend hours and hours playing video games. Balance and moderation are key. Be proactive in your children's gaming activities and be involved in the video game world with your child. As fun and educational as video games can be, it is important that parents be aware that they can be both beneficial and detrimental to your child's development.

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