**The impact of video games on society**

**Entertainment:**

The most obvious impact that computer games have had on society is the impact on entertainment. As computer games are interactive unlike television they have become a new primary form of entertainment for many people. According to the telegraph (<https://www.telegraph.co.uk/technology/2018/10/08/games-industry-contributes-nearly-3bn-uk-economy/>) and other sources, the UK is the 5th biggest member of the video game industry , being worth nearly £3 billion, with £5.11 billion spent on the industry last year by British citizens. In the UK, citizens spend an average of 7.15 hours each week playing video games according to lime light (<https://www.limelight.com/resources/white-paper/state-of-online-gaming-2018/>). From these statistics it is clear that the video game industry has become a big provider of entertainment.