**Communication:**

Video game have had a big impact on the way some people communicate with others. As gaming is such a popular pass time it is common for people to bring up conversation around it much like how people will talk about their favourite TV show. Gaming has also been a minor source of slang such as noob (a word which refers to someone new at something). Video games have also spread to the sports scene to an extend (e-sports) and that as well can create conversation relating to video games, primarily, “what team do you think will win?” *source: (https://www.businessinsider.com/esports-popularity-revenue-forecast-chart-2017-3?r=US&IR=T)*

**Day to day activities:**

Video games have had a huge impact on day to day activities for many people. Some people spend little time playing video games however some have them as their primary source of entertainment. According to an article published in 2017 by the website Big Fish Games, the percentage of people who have a device used for gaming is 65%, with the percentage of households with devices exclusively for video games being 48%. *Source (*[*https://www.bigfishgames.com/blog/2017-video-game-trends-and-statistics-whos-playing-what-and-why/*](https://www.bigfishgames.com/blog/2017-video-game-trends-and-statistics-whos-playing-what-and-why/)*)* These statistics show the act of playing video games Is a part of a large amount of peoples life.