**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.

**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/>) These statistics show the act of playing video games Is a part of a large amount of peoples life.

**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>)

**Jobs:**

The video game industry has one of the largest arrays of roles available. In most industries art and programming are required in different departments however in video game development the roles coincide. As seen from a previously stated source (<https://www.telegraph.co.uk/technology/2018/10/08/games-industry-contributes-nearly-3bn-uk-economy/>), the UK video game industry has employed 47,000 people across the UK, this is a big number and is not negligible at all. Observing current jobs available within the games industry it is easy to notice that most of them are programming or art related jobs. It is expected that programming is a large part of the industry and that is true; most programming jobs in the game industry involve working with C++ (primarily due to it being low level and object oriented, used by most outhouse and in-house game engines.) and many mobile company’s looking for developers are looking for developers with C# experience (high level, object oriented and used by Unity *source(*<https://www.google.com/search?q=jobs+in+the+video+game+industry&rlz=1C1GCEV_enGB838GB838&oq=jobs+in+the+v&aqs=chrome.1.69i57j0l5.8427j1j7&sourceid=chrome&ie=UTF-8&ibp=htl;jobs&sa=X&ved=2ahUKEwjNrtfOxKThAhXLSxUIHQpIA9IQiYsCKAB6BAgJEAM#fpstate=tldetail&htidocid=Kf0IQCTVdsrlXepVAAAAAA%3D%3D&htivrt=jobs>*)* Art is the second most common job in the industry for obvious reasons; a game won’t look very good without good art assets to use. There are also other jobs within the video game industry such as animating, music and sound creation.

**Education:**

Although video games have not had as much of impact on education they have still had an impact, both positive and negative, I’m going to be starting off with the positives first. Video games that require a degree of mathematical and logical thinking such as the infamous “Minecraft” allow kids to polish their mathematical and thinking skills via completing tasks within the game. For example in Minecraft shape related math is very useful for calculating how many resources are needed for large builds and for creating complicated shapes such as circles. ‘Redstone’ promotes thinking like an engineer in order to get more complicated devices to work, and command blocks allow children to start gaining interest in programming via allowing the interface of Redstone with developer commands. In addition Microsoft themselves have added chemistry related features in the “experimental gameplay” setting in the game (<https://minecraft.gamepedia.com/Bedrock_Edition_beta_1.2.20.1#Features_from_Chemistry_Update>) that allow the creation of unique items by learning chemistry. Beyond mine craft the existence of games may encourage children to learn how to make them; this will also in turn give them an outlet to learn mathematics.

Unfortunately video games much like other forms of entertainment can greatly hinder education. If a child gains vast interest in a game and loses interest in doing work it can greatly hinder the amount they learn and in extreme cases the child many even avoid school. Video games have a greater impact on homework as considering homework is to be competed out of lessons it is as a result closer to devices that can be sources of procrastination. *Source (*<https://www.newscientist.com/article/dn12180-video-games-interfere-with-homework-but-not-family/>*)*