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CST 426

11/20/2020

Benefits of Playing

1. What are some benefits of playing games?

Some benefits of playing games/video games is that it can improve four main domains that the article covers, cognitive functions, motivation, emotional state, and social behavior.

1. What are some detractors?

The detractors of playing games/video games is that it doesn’t improve the four domains listed in the article. Many studies that date back all the way to the 50’s and 60’s started this notion that when kids play, their behaviors on how they act will be a direct correlation on how they would act when faced with similar situations when they were playing as kids. Later on when hardware, visuals, and games became more realistic, effects of shooting people in games became more realistic too. As a result some led to conclude that “*the revelation that the Sandy Hook Elementary School gunman played shooter games directly resulted in President Obama requesting Congress to allocate $10 million for research on the effects of violent media, especially video games (Obama & Biden, 2013)*.” I would see why some people would assume this however have these people that conducted the survey played the games that kids played other than Pong? I really don’t think so. There are other environmental factors that can cause kids to go over the edge. They are ready to point the blame at video games but how about the school bully? It took years for the education system to take a stand against bullying but so quick and failed to rid violent games.

1. What is meant by 'chocolate covered broccoli'?

What ‘chocolate covered broccoli’ means is that “*the games look great, they are good for you, but they ultimately fail to work because the creative game dynamics that induce transportation and immersion are missing, making them simply not fun.*” Essentially this stems from health and educational games falling short and not constantly keeping the user engaged. Another example would be that you bought an old vintage car that is stylish, hot, and is absolutely eye catching. However, after a while you notice that the car requires constant maintenance and it starts “nickel and dimed” you. As a result your enthusiasm for the car gets less and less. The point is that making a game for every profession is not all that easy and some require to have more effort than others.