**introduction**

**Video games became a major part of our modern, technologically driven culture. Our debate presents the positive and negative effects of video games on people. Although research on the subject is still relatively new it can still provide us with insight into the pros and cons of video games.**

Pros

**Education**

Studies have found that video games can improve learning. When video games have been used in the classroom, teachers see improved test scores (Kahoot). Games also allow students to learn and then apply what they have learned in a real-life situation. Medical and military training programs both use simulation-style games to teach tools and strategies.

### ****Improved Brain Function****

Video games have been shown to help us improve our ability to reason and solve problems. They help us make split-second decisions, process information more quickly and multitask effectively. Games can also improve hand-eye coordination and boost auditory perception.

### Decision Making

The majority of popular video games are violent. In playing these games, a player has to decide how to move ahead, which gun to choose, and what to do in a certain situation.

It may affect the mentality of the player into becoming violent, yet it improves the power of decision making. Making a decision rightly at the right time is the way to succeed. Video games will enhance decision-making levels and approach.

**CONS**

### Addiction to Game

More than 80% of the players are frequently playing video games for 8-10 hours a day without keeping the importance of time in mind. Such persons will lose their precious time is just playing games and other works of the day will remain undone.

If a student is playing a video game for more than 8 hours, what remains else for education and study? The addiction to playing games happens to take place if someone plays it excessively.

### ****Social Replacement****

Be aware of how much your children are playing video games and if it’s replacing or negatively impacting other aspects of their lives.

Kids with internet-connected games can easily “hang out” with friends after school without ever leaving home. But this type of virtual get-together is no replacement for actual face-to-face interaction.

Setting aside the potential problems of online predators and cyber-bullying, virtual hangouts rob kids of the opportunity to practice their social skills and to move their bodies from one house to another.

### Loss of Memory

Indulging in video games without focusing on other things of life means to cut off from everything and live the life of a game player. It will neither allow one to study nor someone will be healthy like this. The mind is the remote control of a human being. Video gaming can make someone lose temperament and memory.

## **Final Words**

There are two aspects of everything; good and evil. Video games possess pros and cons. If you are playing it for entertainment, then it is okay, but if you are addict to it, you are disconnected from other things.

Video games can not only help young gamers become financially independent from a young age, but they can also have a lot of health benefits for them in the long run. However, cons are also a big part of video games for young indivi

duals, and parents should be there to supervise their gaming activities.

At the end of the day, video games can significantly improve their problem-solving skills, social skills, mental health, executive functioning and be profitable for young gamers if they do not abuse these games and spend an entire day playing.