



## TRABAJO PRACTICO N° ...14....

- 1- Antes de trabajar con los siguientes textos, **ENUMERA** 3 aspectos que a tu entender son negativos y 3 aspectos positivos de los video juegos.

Aspectos negativos	Aspectos positivos



## ACTIVIDADES

- 2- **LEE** el siguiente fragmento y **ESCRIBE** las dos preguntas vertebrales de este debate.

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The screenshot shows a web browser window with the URL [co4323.blogspot.com.ar/2011/02/positive-aspects-of-video-games.html](http://co4323.blogspot.com.ar/2011/02/positive-aspects-of-video-games.html). The page title is "Media & Society Online". The main content is a blog post dated Monday, February 7, 2011, titled "Positive Aspects of Video Games". The post discusses an article found that girls who spent time playing video games with their fathers had better relationships with them, with a link provided. The author, Dr. Kevin D. Williams, posted the comment at 7:08 PM.

MONDAY, FEBRUARY 7, 2011

## Positive Aspects of Video Games

Recently, an article was published which found that girls who spent time playing video games with their fathers had better relationships with them. [You can read it here.](#)

Most news about video games seem to just state the negative aspects. I'd like you to consider both the negative and positive aspects. So I'd like at least a paragraph on each. 1) What are the negative future consequences of video game play? and 2) What are the positive future consequences of video game play?

Posted by [Dr. Kevin D. Williams](#) at 7:08 PM

- 3-** **DETERMINA** los datos de quien abre el debate en este contexto de debate.  
**EXPLICA** en que medio se produce esta interacción.
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- 4-** **CONSIGNA** la opción correcta. Según este comentario, se halló que los video juegos...
- a- Mejoran las relaciones interpersonales entre amigos.
  - b- Mejoran las relaciones interpersonales entre padres e hijos.
  - c- Mejoran las relaciones interpersonales entre jefes y empleados.

- 5-** ¿Cuál es la propuesta de discusión de este blog?

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**Fuente:** <http://co4323.blogspot.com.ar/2011/02/positive-aspects-of-video-games.html>

- 6- **LEÈ** el siguiente post y **EXPLICÀ** 3 aspectos negativos que se consignen en este fragmento. **SUBRAYÀLOS** en el texto.

  [JG Hanks said...](#)

As a father and a gamer, I can appreciate the positive and negative aspects of video games for both my son and my daughter.

The most obvious, and consequently most attacked, are the negative aspects. The biggest complaint I have heard about video games is the violence. Many studies will show that kids who play violent video games have a higher tendency to show aggressive behavior as they get older. Video games are attributed to lack of sleep, increase in emotional and behavioral disorders, decline in verbal memory, ADD/ADHD/hyperactivity, detrimental school performance, reduced amounts of REM sleep, and modifications in visual selective attention. It is often perceived that children who play video games are rude, anti-social and not capable of interacting with their peers in a normal fashion.

- 7- **OBSERVÀ** y **LEÈ** los siguientes apartados. **DETERMINÀ** en qué lugar colocarías los fragmentos que han sido removidos de sus lugares originales.

## FRAGMENTOS PARA UBICAR

Encourages children to persevere toward achieving a goal.  
If a child is introduced to positive video games at a young age I believe it could have a positive effect on their development throughout childhood.

Another impact would be the constant appearance of violence in most higher rated games.

Another problem with games is the gender bias represented in almost all genres of games. Most games present a male dominated world with very few positive role models for girls.

The most important factor to consider is the amount of time that is spent playing the games.

Games can provide children a release from their everyday stresses in a safe and controlled environment.

Not all video games consist of malicious content. Some can have an educational value and therefore may be advantageous to a child's development. The responsibility rests with the parent to censor what their child views.

On the flip side, video games have the potential to be a tremendous learning tool for kids struggling or unable to learn things in a more conventional way. Video games sometimes require abstract thinking skills to complete or a knowledge of a subject beyond what you would assume needing for a game.

JG Hanks said...

This could lead to a skewed view of sexuality and provide an unfortunate outlook for girls playing these games. As with anything, limiting the amount of time children play games has a huge impact on the effects games have on them. I believe there is the potential for all of the negative aspects of games to effect kids if they aren't given a time frame for playing games and if parents don't follow the ratings that the ESRB give each game. Lack of parental supervision is more likely to cause the aforementioned problems and not the games themselves.

Hand eye coordination is obviously improved with games but a child's emotional development can be affected as well. Online gaming gives children an opportunity to be a part of a community that they might not otherwise have a chance to and provides them with a chance to meet people from all over the world.

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Trent University professor Mark Griffiths says that video games can prove to be a distraction for those undergoing painful cancer treatments. In a study conducted in 2004 by Butch Rosser, a surgeon of Laparoscopy, he studied the surgical skills of surgeons playing video games and surgeons who did not. Video games also give kids a chance to learn. For example, my son became interested in mythology after playing God of War and my two year old daughter enjoys watching football (or shotball as she calls it) after watching me play NCAA Football on the XBox 360.

Any opportunity to teach kids about something is an opportunity I welcome as a parent. If it takes a video game to spark that interest, I am all for it.

[February 8, 2011 at 2:30 PM](#)

 [dgarrard](#) said...

Playing video games can have many effects on adolescents.

If a child spends their entire afternoon everyday inside playing video games then of course this will have a negative impact.

Any young person can go into a store and buy an M rated game that has lots of profanity, sexual circumstances and innuendo, and violence, and subsequently can become immersed in this alternate world and come to believe that this is the way of the world we live in. It can also desensitize an adolescent to violence and profanity. Children will no longer be afraid to be bolder in their actions; perhaps doing things that they normally wouldn't.

I have to believe that, at least in my house, the positive outweighs the negative impact. I have a four year-old daughter and we thoroughly enjoy playing MarioKart and Super Mario Brothers on our Wii system. It allows us to spend time together playing while also enjoying the visual and mental stimulation from the game. As with anything else in life there has to be moderation. Anything in excess can be harmful. games consist of malicious content. Some have

[February 11, 2011 at 1:26 PM](#)