Background Research

The first article titled, *Serious Games And The Future Of Education*, goes in depth about the advantages that video games can provide for the common student in an academic setting. There are many advancements that are showing up which would allow for students who are ahead and behind in the material to be on the same page. Also the integration of the tablet in classrooms will replace the textbook in the not-too-distant future simply because of its availability and affordability. Once the data and results are gathered about each person's skills, this will allow for adjustments to be made that can change the nature of teaching and learning.

The second article titled, *Reflecting on Video Games, Learning and Nutrition*, used a real world example of helping students who were obese for a multitude of reasons. The objective was to use video games to teach them about the importance of nutrition labels on the sides of food packages. Rather than spend time sitting around and watching television or looking at an iPad for useless time spent, they had a chance to make use of a game that would teach them the values of eating appropriately. This was made possible because of the user-face and the variety of material to work from. It went on to say that using the video games in the classroom would allow for students to make mistakes and then restart with a fresh idea in mind. There would be not penalty that could result from doing the wrong thing.

The last article titled, *Cognitive Benefits of Playing Video Games*, compares the abilities of gamers and non-gamers on cognitive activities which are used in everyday situations. More importantly the results concluded that without gaming in the usual routine of a person's day, there were not as many benefits to their capabilities. Improvements in basic visual processes, improvements in attention and vigilance, improvements in executive functioning, and

improvements in job-related skills were all covered and analyzed to figure out the advantages of

gamers. As a result for job finding there was a considerable difference for the gamers because

they were ready to be more active and attentive in their positions. They also could compete with

flyers of drones and do just as well with the simulations that were made.

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