Playing video game or not is been always one of the critical topics among people who are relevant to children and education, such as teachers and parents. Providing school lessons coming along with included video games as a part of lesson, is a recent introduced way of increasing interest which is growing rapidly among schools. This is a very smart idea engaging children with educational stuff due to some reasons which are going to be mentioned.

First and foremost, devising video games would lead to a higher rate of concentration on school course material which tends to involve students with education noticeably. A recent study in this area reveled that students who were exposed to lessons with visionary games included, were scoring twice better than those who passed the same course material with video games being excluded. At the route of it, the concept is simple; using video games paves the way for making students focus better on the concepts, hence, they will learn better.

Moreover, it is proved that playing some kinds of video games not only have nothing to do with destructive effects on players, but also have a result in the helping them gain more side-skills, such as emotional intelligence. Adam Grant, a prominent organizational psychologist, have provided proofs for that if the video game consists of adventure plans, like famous Mario Party Series, players will achieve better understanding of cause-and-effect happenings by following the tail of each event reaching the next one; which most of our current science is based on it.

Last but not least, young children have strong tendency to play and amuse themselves. By restricting them from those games, this tendency will grow unexpectedly. Besides, some video games, such as ones related with war and fight, have bad and destructive influences on the players and the consequences will tend to show after years. Including video games inside the lessons, can help fulfilling this tendency, hence, preventing them from searching for bad kind of video games. With doing that, the passion for fight and war will be replaced by making children more creative and innovative in the future, as a result of playing helpful video games.

Due to reasons mentioned above, the thought-provoking topic of making lessons with video games inside, sounds to be a perfect idea helping students’ mental growth become faster and preventing them from bad side-effects of destructive video games. That’s why each year more schools are going to begin doing this procedure in the top pioneering countries.