A school is a place for flourishing and thriving in this world. We can intensify the power of learning if we benefit from the best methods and approaches. While some people think that the use of video games can be detrimental because it lower students concentrate and squander their time, I believe that adolescents can improve if they play these games. I feel this way for two main reasons, which I will explore in the following essay.

To begin with, students are curious and like to experience different events and explore, so playing video games can help them to respond to this natural need. In these games, they can investigate different situations that might happen in the real world. Additionally, they can be prepared for future challenges in their life. My own experience as a student is a compelling example of this. I remember when I was a kid, I used to play a video game called "Grand Theft Auto". This game is an interesting game that includes a character which lives in a city and has a lot of tasks and obligations to do. So, when I played this game, I learned how to do my duties correctly and on time. Furthermore, not only was this game so instructive, but also it was so realistic that enabled me to get familiar with different places such as stadiums, beaches, and restaurants. Therefore, I was so eager to experience and learn a similar situation in real life with more confidence. Had I relied on just real life to gain these experiences, it would have taken so long. As a result, video games can reinforce our abilities by providing actual life situations.

Secondly, students feel a lot of stress and pressure, when they are constantly attending university and doing their homework. So, videos games can be a healthy way to relieve stress and anxiety imposed by studying incessantly. But, this games should be allowed under strict regulations in order to avoid addiction to them. For instance, at the end of a semester at the university, I was so frustrated because of the huge load of assignments and homework that I wanted to leave the university. However, one of my friends suggested me to play a computer football game with him. When I was done playing, I almost forgot all of my problems and conundrums because football is my favorite sport, and this opportunity to engage myself with one of my interests was incredibly soothing. Not only did it alleviate my mental problems, but also it gave me enough energy to continue my studies and graduate with outstanding scores. Had I left the university, I would have been unqualified for my current job. Accordingly, extra pressures can be released if we benefit from the right tool.

To sum up, I vehemently believe that using video games in the educating process would be beneficial. I feel this way because it can strengthen our abilities, so we would be more prepared for future challenges. Besides, daily pressure and anxiety caused by tedious tasks can be relieved.