**Games and Cognitive Abilities: Plague Inc. and Asphalt**

**Plague Inc.:**

Plague Inc. is a strategy video game in which the player creates a pathogen that should ultimately destroy the entire world through a plague. The spread and sophistication of the plague depends on the player’s strategies and understanding of various information about different regions in the world. To play Plaque Inc., intelligence is required. A very high level of strategizing is required to effectively kill every person in the entire world. Some of the cognitive abilities required to play the game are:

* Fluid reasoning- this is required to be able to identify the most effective ways of spreading the disease to other countries and regions of the world.
* Short-term memory- needed to remember the most workable approaches when some challenges of spreading the plague are faced, such as huge water masses and lack of direct transport means.
* Long-term storage and retrieval- the player should be in a position to remember those strategies that worked or failed in the previous gameplays so as to know what actions to take in the current one.
* Visual processing- spotting new regions that can be easily infected
* Decision/ reaction time/ speed (Togelius, 2018).- Plague Inc. usually runs on short time because the world is busy trying to develop a cure for the plague, and therefore one should make decisions quickly to avoid having his pathogen eradicated.

All these are required to play the game, as well as to play it well.

**Asphalt Racing Series:**

Published by Gameloft, the Asphalt series consists of racing video games set in various locations around the world. There are different choices of gameplay that one can select, including multiplayer, career, and other unique ways of challenging oneself. The cognitive needed for this game include:

* Comprehension knowledge- this is especially important for the multiplayer version, where communication and interaction with other players will ultimately determine the level of success that one will attain (Togelius, 2018).
* Fluid reasoning- many unfamiliar problems arise during the races and it is through the use of fluid reasoning that players can make the most appropriate decisions.
* Short-term memory- remembering the most recently used nitro and any other features that are depended on how the game is progressing.
* Long-term storage and retrieval-this is perhaps the most important cognitive skill in Asphalt. The player will in time realize that it is very important to remember the shortest and most convenient roads and short-cuts in every location.
* Visual processing- it’s also very important. There will be obstacles along the way, and the only way to avoid them is by embracing quick visual processing.
* Processing speed- Racing is all about speed (Togelius, 2018).
* Decision/ reaction time/ speed- Speed, again, is emphasized by this cognitive skill. In Asphalt, it will be necessary to apply quick decision-making because a simple mistake can cost you the entire race.

All these are required to play the game, as well as to play it well

References

Togelius, J. (2018). *Playing Smart: On Games, Intelligence, and Artificial Intelligence*. MIT Press.