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The Affection of video game on kids

The Disney short “Glued” tells the story of what many parents can relate to in today’s world. A mother sees two young children playing in the street and then turns and sees her son watching TV in the dark living room. She desperately attempts to get her son to stop using electronics and play outside but is ultimately unsuccessful.

Playing video games has become a popular activity for people of all ages. Video gaming is a multibillion-dollar industry bringing in more money than movies and DVDs. On average, girls spend more than an hour per day playing video games and boys spend more than two hours. Teens often spend even more time than younger children. Video games have become very sophisticated and realistic. Some games connect to the internet, which can allow children and adolescents to play games and have discussions with unknown adults and peers. Because of this video game, these kids and started staying away from the social life, they don’t want to participate in any kind of outdoor activities. As illustrated in “Glued”, an animated short film created in 2012, which showcases the negative effects of overusing technology. His mother was trying to move his attention from video game to outdoor activities, but after so many tries of her, she was not able to move his son attention from video games and technology. The video continues with creative transitions and interactive music to help keep everything interesting. The creators seem to show a good understanding of how to keep someone’s attention, while still creating a video complex enough that I notice new details every time I watch it again.

The animated story is about the kid who is playing with the video game and doesn’t want to play outside. His mother trying to break his video games, so his child will go outside and play outside games. But her tries fails every time, because of his kid's affection to the technology. At the last, she broke her kids all the video games but still, her kid was playing with the remote controller. And the thing he was playing with was the ball. The two main characters in this short are the mother and the son. The mother figure in the short is portrayed as your stereotypical mother. In the opening scene, she is cooking in the kitchen while wearing an apron. Her facial features, such as her eyes, are enlarged to greater express the emotions she feels when dealing with her child. The mother shows a large range of emotions from frustration to anger to happiness while the son barely shows any emotion even when his mom is destroying all his electronics.

The pacing of this short film seems to be on point in terms of keeping the viewer’s attention. Staged in a house and employing related iconography the short pays attention to the expressions of the characters. The face of the mother and her actions are the main vehicles for transmitting the increasing conflict of the story. The music and sound play an important factor, too, in this regard, as the video game music and sound FX are used to create contrast, set the mood, describe what the child is doing and trigger reactions in the mother character.

The setting takes place in an average household. Elements such as light are used to differentiate between the inside world and the outside. This is evident when the mom opens the blinds and the front door and lets the bright light shine in. The sound in the short flows with the actions. For example, at the beginning of the short and whenever something pertains to the outdoors, a very calm and soothing music is played, and you can also hear an ice cream truck in the distance. On the contrary, whenever the little boy returns to an electronic device the music picks up and sounds a lot more like the music in a video game. When the mother loses it and destroys all the technology the music is at its peak of intensity.

Glued” was created by four undergraduate students at the Bezalel Academy of Arts & Design (Alon Tako). It is in Jerusalem and claims to be one of the most prestigious art schools in the world (Bezalel Academy). The true message of this short film is aimed towards parents, especially those with younger, developing children. It was made to bring awareness to the dangers of only playing video games or spending all your time using technology in general. ed”, an animated short film created in 2012, which showcases the negative effects of overusing technology. They try to portray the difficulty of today’s parents, who try to move the children’s attention from technology to outdoor activities. By seeing this short film, the children will learn how important is to interact with your society and to play outside. They will understand the pain of today’s parents. At the beginning of the video the boy was playing with the video game and till the end, he was playing with the controller that shows how much today’s kids affected with the technology and they don’t know, how much it is important to play physical games. It also alludes to the fact that with continual overuse, it will make you incapable of functioning outside of the video games’ “worlds”. The main purpose of the story is how much is important to play outside for today’s kids and to interact with the family. They emphasize this by showing the boy outside with a ball, the most simplistic toy for a child, trying to control it with a video game controller.

The intended audience for this story is parents. A struggling mother is portrayed to connect to fellow parents with pathos, showing how much they got frustrated by seeing them children always in front of the video game or any kind of technology. And the frustration of getting their children to go outside and play like it was expected of them in their different generation times. The message of how bad the children got affected by the technology these days, and this portraying the bad message outside of the world. Try to make them children normal. The mother tries desperately to get her child on the normal path, she also became mad and destroy her child’s video games. So, he cannot play with those video games. The main selling point, for me, is, when the boy tried controlling a rubber ball with a game system controller, that shows the effect of technology on the children. The child doesn't know how to play physically with the rubber ball. Obviously, this case is detrimental to a child’s development, but by overemphasizing the student’s point. They really tried to convey this through the viewer.

The theme of this short film is video game addiction. The theme shows the addition of video game towards the children or any technology systems. Playing a great video game is like living inside of a movie and being showered with gold coins. Is it any wonder our children love them? But too much of a good thing can be very, very bad when a child with ADHD hyper focuses on games and becomes addicted. Learn how to break the gaming habit here. Any child will tell you: Video games are fun and exciting. It turns out they can be educational, too. Gaming can improve eye-hand coordination and may foster positive social interactions. Children with little athletic interest or ability have an opportunity to compete in a different way, and to form friendships with like-minded gamers. But as the time that was previously spent on sports, studies, or other peer activities is replaced by solitary gaming, it can become video game addiction. Recent surveys show that children spend an average of 49 minutes a day on these games. If a child’s video game console is in the bedroom, play time increases dramatically, to nearly three hours. Parents may unwittingly contribute to the problem if they rely on handheld games to keep their children quiet during endless car trips or the long, unstructured days of summer.

Douglas Gentile, a research psychologist from Iowa State University (and director of research for the National Institute of Media and the Family), recently conducted a study that found 8.5 percent of Americans between the ages of 8 and 18 (that's roughly 3 million people) are addicted to video games. During his research, Gentile polled 1,178 youths to see whether they possessed symptoms of pathological gaming -- symptoms which include spending increasing time behind a controller, irritability when playtime is reduced, "escaping problems through play," skipping homework in favor of gaming, and stealing money with which to purchase additional games.

In the end, I would like to say the use of animation and storytelling in “Glued” provides a look at the struggle parents go through to get their children out of the house and away from the addiction that Is video game. And overall like to say this story tell us how badly this new technology affected our new generation. I really recommend everyone to watch this film, by seeing this film you will learn, if you do not change our ways more and more people will become just as the child, unable to communicate and interact with all today. And if you don’t pay attention to your children, it will cause your children's study. The effect of too much exposure to video games at a young age can harm a child’s development and hinder them from exploring the real world. It does well in fulfilling its purpose and raising awareness to the growing risk of video game addiction. In the end, you can stop the addiction and able to show the real path to your children.

Work Cited

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