

Impacts of Video games on education

Positive: (Fulgosino, Crisostomo, Vivar, Ligolas)

- Playing video games can assist youngsters develop problem-solving abilities. According to long-term research released in 2013, the more teenagers reported playing strategic video games, such as role-playing games, the more their problem-solving skills and school grades improved the following year. Other studies found that playing any type of video game, even violent games, increased children's creativity, but not when they utilized other types of technology, such as a computer or mobile phone.
- Technology discovery or exploration is encouraged and promoted throughout video games, and Repetition aids in the development of patience within children.
- Video games may help children learn programming, coding, and CAD design.
- Children may immerse themselves in a new environment, adjust to diverse realities, and develop abilities at their own rate by playing video games. Children and adults both benefit from play when it comes to developing crucial life skills such as problem solving, coordination, and social skills.
- Studies show that playing games on a regular basis improves a students **gray matter** in their brains and improves brain skills (Ex. Spatial navigation, Awareness, Muscle control, memories, and perception)
- One more impact of it to students is improving their social skills that is an important component for group works and team projects in which case video games provide. Studies show that those who play video games are most likely to be more social, perform better academically, and build better relationships compared to non-gaming students due to the nature of games which is its interactive, social, and collaborative function that students enjoy with others.
- Video games have the ability to help kids learn more about a variety of topics. They usually have a topic, which can be historical, political, or otherwise. There's usually a true tale or reality behind everything. The more pupils are immersed in the game, the better they will understand what is going on behind the scenes.

Negative: (Paguio, Sicat, Lativo, Durmiendo)

- Being addicted to video games too much will affect student performance in school since their attention will be focused on their games. They may even skip their school activities or assignments. (