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| **Name** | **Equipment Required** | **No. of Players** | **Positive Impact** | **Negative Impact** |
| **Minecraft** | Computer/Tablet | 1+ | Creativity, Problem-Solving, Exploration | Can be addictive, in-app purchases |
| **Roblox** | Computer/Tablet | Multiplayer | Social Interaction, Creativity, Learning | Online safety concerns, in-game purchases |
| **Among Us** | Computer/Tablet | Multiplayer | Teamwork, Social Deduction, Fun | May encourage deception, can be frustrating |
| **Fortnite** | Computer/Console | Multiplayer | Strategic Thinking, Reflexes, Social | Violence, in-game purchases, addictive |
| **Call of Duty: Warzone** | Computer/Console | Multiplayer | Strategy, Teamwork, Fast-Paced Action | Violent content, highly competitive |
| **PUBG Mobile** | Mobile/Tablet | Multiplayer | Competitive, Strategic Thinking | Violence, addiction, in-app purchases |
| **GTA V (GTA Online)** | Computer/Console | Multiplayer | Open-World Exploration, Social Interaction | Violence, mature content |
| **Valorant** | Computer | Multiplayer | Team-Based Strategy, Reflex Training | Violent, can be toxic in online matches |
| **League of Legends** | Computer | Multiplayer | Strategy, Teamwork | Highly competitive, can be frustrating |
| **Clash of Clans** | Mobile/Tablet | Multiplayer | Strategy, City-Building | In-app purchases, can be addictive |
| **Brawl Stars** | Mobile/Tablet | Multiplayer | Fun, Competitive, Quick Matches | In-app purchases, can lead to over-competitiveness |
| **Rocket League** | Computer/Console | Multiplayer | Fun, Reflexes, Teamwork | Competitive, can be frustrating |
| **Stumble Guys** | Computer/Mobile | Multiplayer | Fun, Competitive | Can promote aggression |
| **FIFA Series (EA FC)** | Computer/Console | Multiplayer | Sports Simulation, Strategy, Reflexes | In-game purchases, highly competitive |
| **The Sims 4** | Computer/Console | 1+ | Creativity, Life Simulation | Can be time-consuming, in-app purchases |
| **Terraria** | Computer/Tablet | 1+ | Creative, Adventure, Exploration | Can be overwhelming for younger players |

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| **Additional Popular Games for Ages 10-15** |
| | **Name** | **Equipment Required** | **No. of Players** | **Positive Impact** | **Negative Impact** | | --- | --- | --- | --- | --- | | **Poptropica** | Computer/Tablet | 1+ | Adventure, Problem-Solving | Can become repetitive | | **Animal Jam** | Computer/Tablet | 1+ | Wildlife Exploration, Learning | In-app purchases, online safety issues | | **Slither.io** | Computer/Tablet | Multiplayer | Competitive, Strategic Thinking | Addictive, aggressive competitiveness | | **Temple Run 2** | Computer/Tablet | 1+ | Fun, Fast-Paced | Can become repetitive | | **Fireboy and Watergirl** | Computer/Tablet | 1+ | Problem-Solving, Fun | Can become repetitive, difficult for younger kids | | **LEGO Builder’s Journey** | Computer/Tablet | 1+ | Creativity, Problem-Solving | May be too simple for older kids | | **Rayman Adventures** | Computer/Tablet | 1+ | Fun, Platforming | Can be repetitive | | **Ori and the Blind Forest** | Computer/Tablet | 1+ | Adventure, Emotional Story | Can be frustrating for younger players | | **Journey** | Computer/Tablet | 1+ | Adventure, Visual Story | Slow-paced, not action-packed | | **Subnautica Demo** | Computer/Tablet | 1+ | Exploration, Adventure | Can be slow, challenging for younger players | | **Ludo King** | Mobile/Tablet | Multiplayer | Family-Friendly, Strategic Thinking | Can lead to over-competitiveness | | **Candy Crush Saga** | Mobile/Tablet | 1+ | Puzzle-Solving, Fun | Highly addictive, in-app purchases | | **Subway Surfers** | Mobile/Tablet | 1+ | Reflexes, Fun | Can become repetitive | | **Fruit Ninja** | Mobile/Tablet | 1+ | Hand-Eye Coordination, Fun | Can become repetitive | |
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