Summary writing (expository writing)

Neuropsychologists of a German university let video gamers compete against non-gamers in a learning competition. During the test, the video gamers performed significantly better and showed an increased brain activity in the brain areas that are relevant to learning.

The research team studied 17 volunteers who played action-based games on the computer for more than 15 hours a week. The control group consisted of 17 volunteers who didn't play video games on a regular basis. Both teams did the so-called weather prediction task, a well-established test to investigate the learning of probabilities. The researchers recorded the brain activity of the participants at the same time.

The participants were shown a combination of three cue cards with different symbols. They should estimate whether the card combination predicted sun or rain and got a feedback if their choice was right or wrong right away. The volunteers gradually learned, on the basis of the feedback, which card combination stands for which weather prediction. The combinations were thereby linked to higher or lower probabilities for sun and rain. After completing the task, the study participants filled out a questionnaire to apply their acquired knowledge about the cue card combinations.

The gamers were notably better in combining the cue cards with the weather predictions than the control group. The analysis of the questionnaire revealed that the gamers had acquired more knowledge about the meaning of the card combinations than the control group. "Our study shows that gamers are better in analyzing a situation quickly to generate new knowledge and to categorize facts," says one of the researchers.

This kind of learning is linked to an increased activity in the hippocampus, a brain region that plays a key role in learning and memory. "We think that playing video games trains certain brain regions like the hippocampus," says the researcher. "That is not only important for young people, but also for older people; this is because changes in the hippocampus can lead to a decrease in memory performance. Maybe we can treat that with video games in the future."

Write a summary according to the article in no more than 60 words.

the research has founded that video
games can help increase brain entities
which are relevant to learning. Volunteers
these been divided into two groups
and were asked to take a
test at last the test. run
show their brain activity. And the
gamers group show the great advantage
in the test. The research indicated
that video may treat hippocampus in
the future.