The impact of computer games on society

Excess playing time

Whether games are played on consoles which games could be played from up to 10 hours, or played online where gaming hours could last up to 100 hours or so, excessively playing computer games is a massive concern. Although being on a games console or computer playing video games may be entertaining, it wastes a lot of time which could be used for homework, or anything else that is productive.

Social isolation

Computer games tend to get so addictive that it leads a player into being socially isolated. Players get so into the games they are playing that they stay indoors and spend their time on consoles instead of going out and being socially active with friends. Although they may be talking and playing online with friends, they are still managing to stay isolated as they’d be on their consoles for long hours rather than going out and meeting friends in public and catching up with life outside of games.

Costs

Games may be enjoyable, but they do come at a cost. After buying an expensive games console for about £300 (which is appropriate as they last long), gamers like to keep up to date with the latest computer games, and will therefore save up money to spend it on video games. This may be a concern to parents as they would see it as their child wasting their money just to spend hours in their room playing these games.

Education

Beforehand, computer games were seen as a threat to a child’s education, whereas now new games have been invented to bring a fun side to learning, and by having children play educational games it is able to help kids boost their intelligence in more effective ways such as being more tactical with thinking and to enhance strategy. An example of an educational game would be Dr Kawashima’s Brain Training, providing educational topics such as maths helping people who play enhance their brain age.

Separation from reality

Some people who have their minds stuck in the game for hours may start to confuse reality with the games that they play. For example the game Grand Theft Auto may be a perfect example as a gamer who would spend hours on completing missions on this game may swap it for reality and could manage to rob a car like they have been doing so in their virtual game.

Benefits

Computer games aren’t only for one-players; families are able to bond together over playing games and enjoy themselves too. This can be the same education wise. A class can take part in mini-games to help them have more interest in their topics.