

Computer games: pros and cons





The aim of this project is to find out and to discuss if it is good or bad to play computer games.



The objectives of the project are:

- to get to know the importance of computer games for children;
- to learn the types of computer games;
- to know the rules or proper playing.



Research methods:

- sociological surveys of people 13 to 15 years old;**
- studying of scientific articles and literature;**
- analysis and systematization of the received data.**



The development of the computer games

The first game was invented by a student Columbine High School in 1962.

In 1972 the computer game era started an arcade style platform.

The first 3D interactive animation appeared in 1993.



Positive aspects of playing computer games (*according to Paul Kearney*)

- It is an effective means for improving learning abilities, imagination and critical thinking.**
- Computer games can be used as educational tools.**
- Children learn to operate a computer playing computer games.**



Negative aspects of playing computer games

- **Computers harm children`s health. They become overweight, less active sitting much.**
- **Children forget to control the time, they don`t read books and don`t do their homework.**
- **Children become aggressive and nervous if they spend too much time playing games. They get addicted to the games.**



Types of computer games

Arcade games – *destruction of virtual enemies, monsters;*

Logical games – *puzzles, Tetris, draughts, chess;*

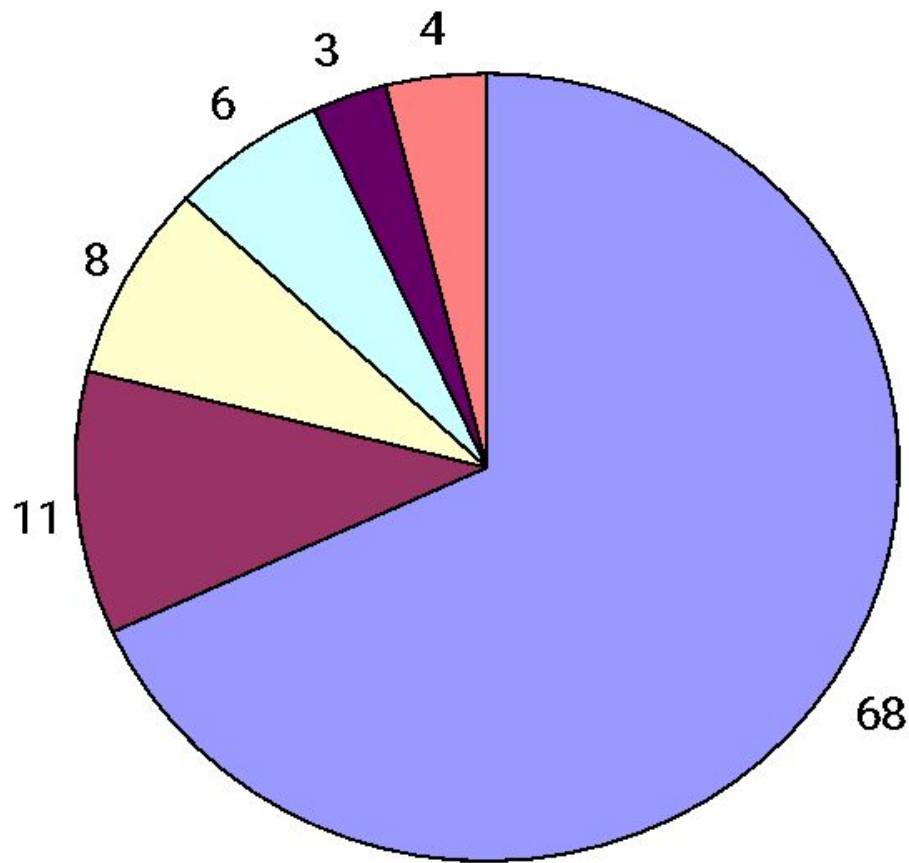
Role playing – *a gamer has a certain role;*

Strategy or Policy – *a gamer is a commander;*

Simulation – *a player is a pilot, a captain or a racing driver;*

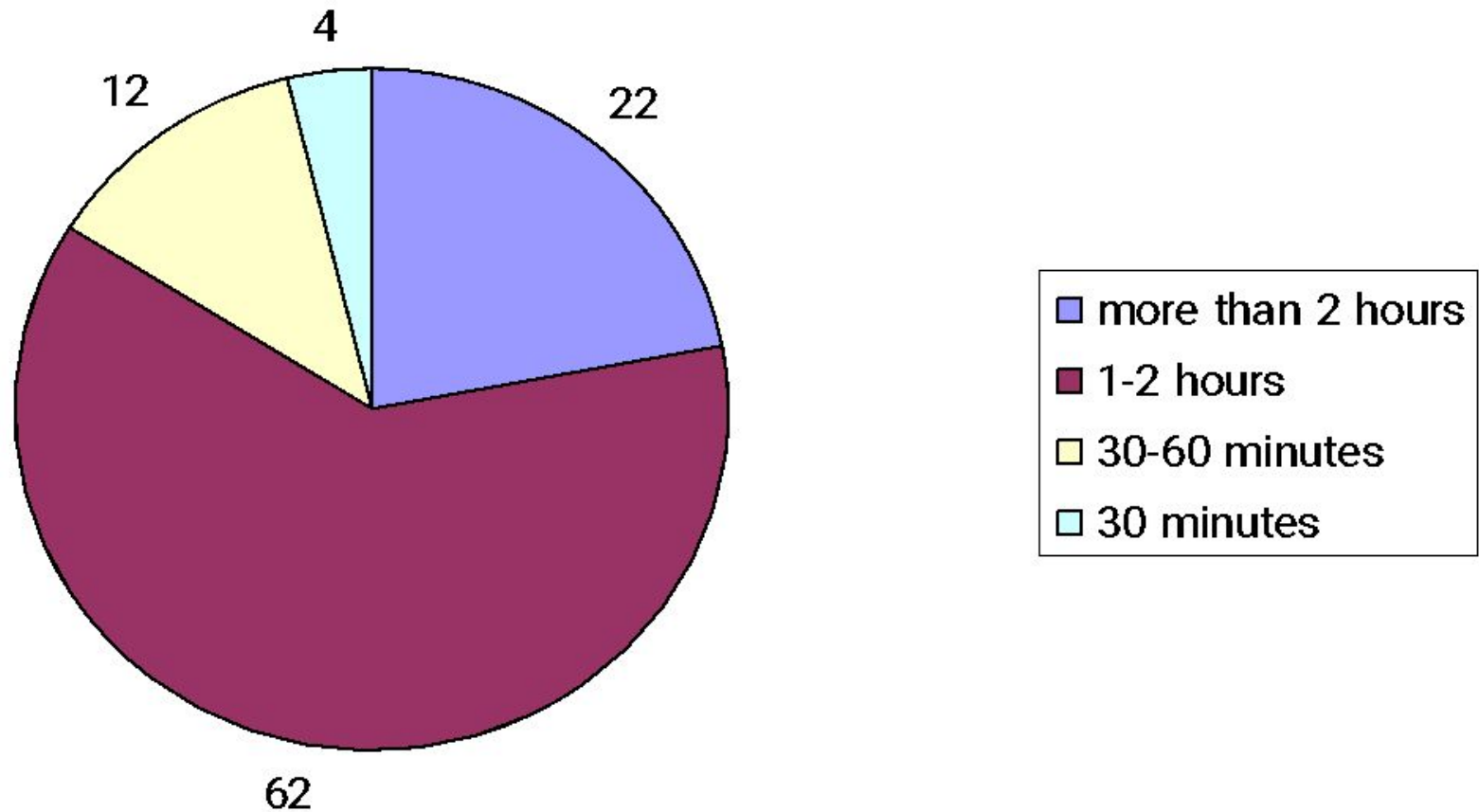
3 D – Action – *everything is like the reality.*

What do pupils do after lessons?



- to play computer games
- to attend clubs
- to play sports
- to go out with friends
- to read books
- to watch TV

How much time do pupils play computer games?



For	Against
Playing computer games develops ...	It causes ...
- attention	- aggressive behaviour
- imagination	- health problems
- critical thinking	- hypodynamia
- skills of creativity	- addiction
- skills of operating a computer	- lack of activity

Conclusion

Playing computer games is a part of our free time. Boys and girls play different computer games according to their tastes and interests. Computer games are useful for children but we mustn't play too long time and have some other interests.

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