The name of the project:
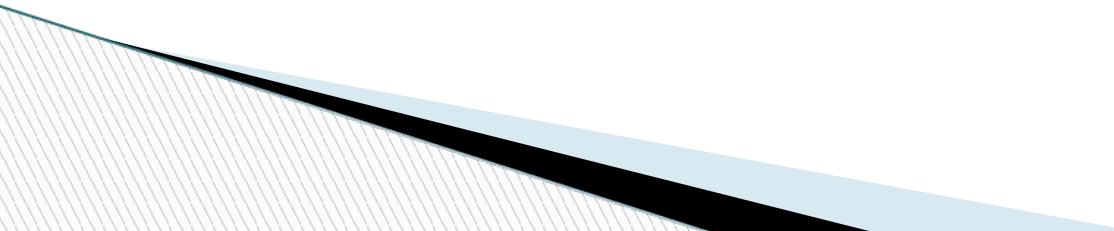# "Computer games for and against"

The aim of the project:
to find out if it is good or bad to play computer games.
The Objectives of the Project:

- *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.*
- **Our hypothesis** is of two kinds.
- It is good to play computer games because they improve imagination, logical thinking and attention.It is bad to play computer games because they do children much harm. Let's comment on this problem in this paper.

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 R. 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:

1. *Computers harm children`s health. They become overweight, less active sitting much.*

2. *Children forget to control the time, they don`t read books and don`t do their homework.*

3. *Children become aggressive and nervous if they spend too much time playing games. They get addicted to the games.*

The Types of Computer games:

- **<u>Arcade games</u>** – *destruction of virtual enemies, monsters;*
- **<u>Logical games</u>** – *puzzles, Tetris, draughts, chess;*
- **<u>Role playing</u>** – *a gamer has a certain role;*
- **<u>Strategy or Policy</u>** – *a gamer is a commander;*
- **<u>Simulation</u>** – *a player is a pilot, a captain or a racing driver;*
- **<u>3 D – Action</u>** – *everything is like the reality.*

The Types of Electronic Games

Legend:
- 3D Action
- Simulation
- Role Playing
- Logical Games
- Strategy
- Arcade
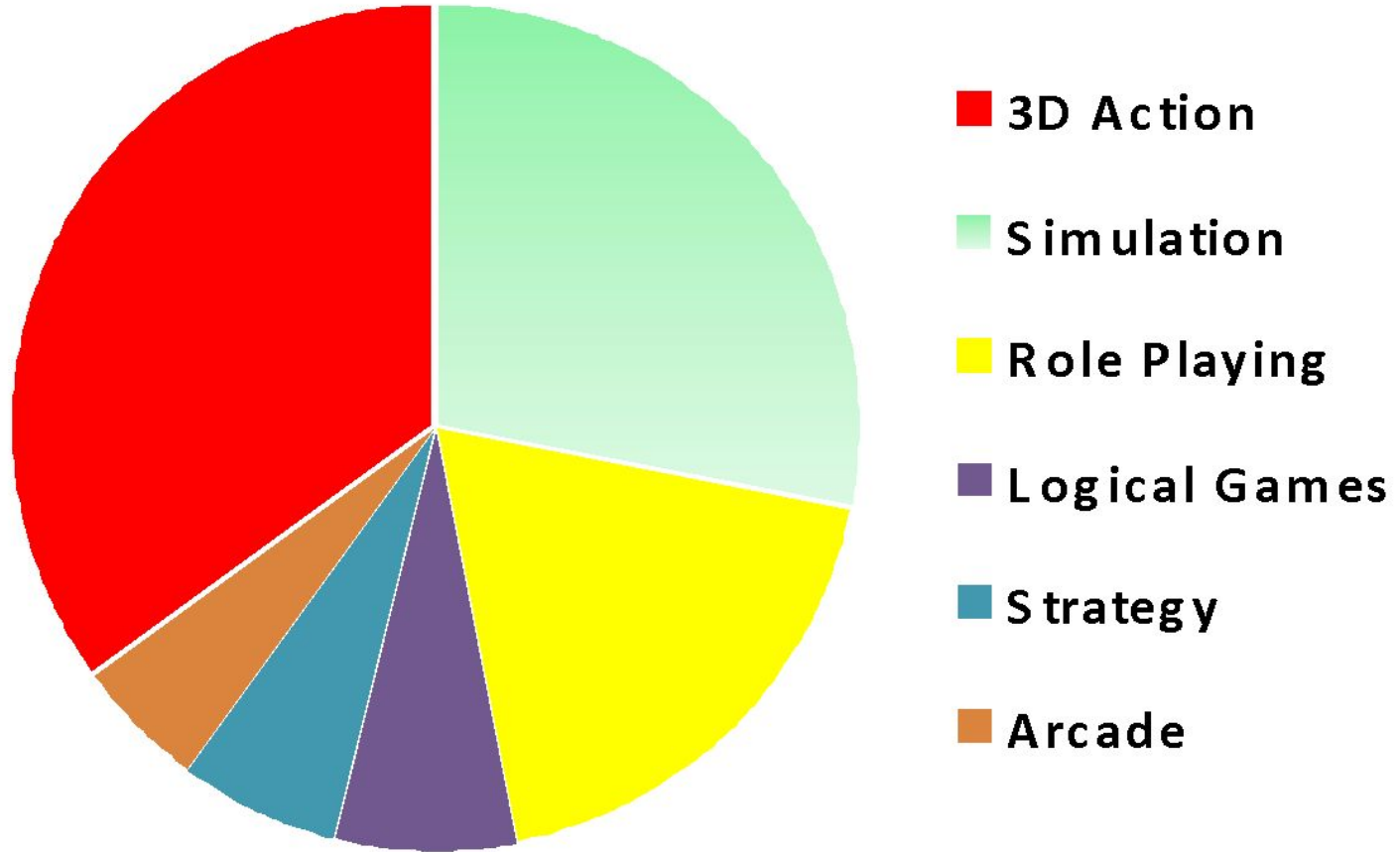
Good or Bad?
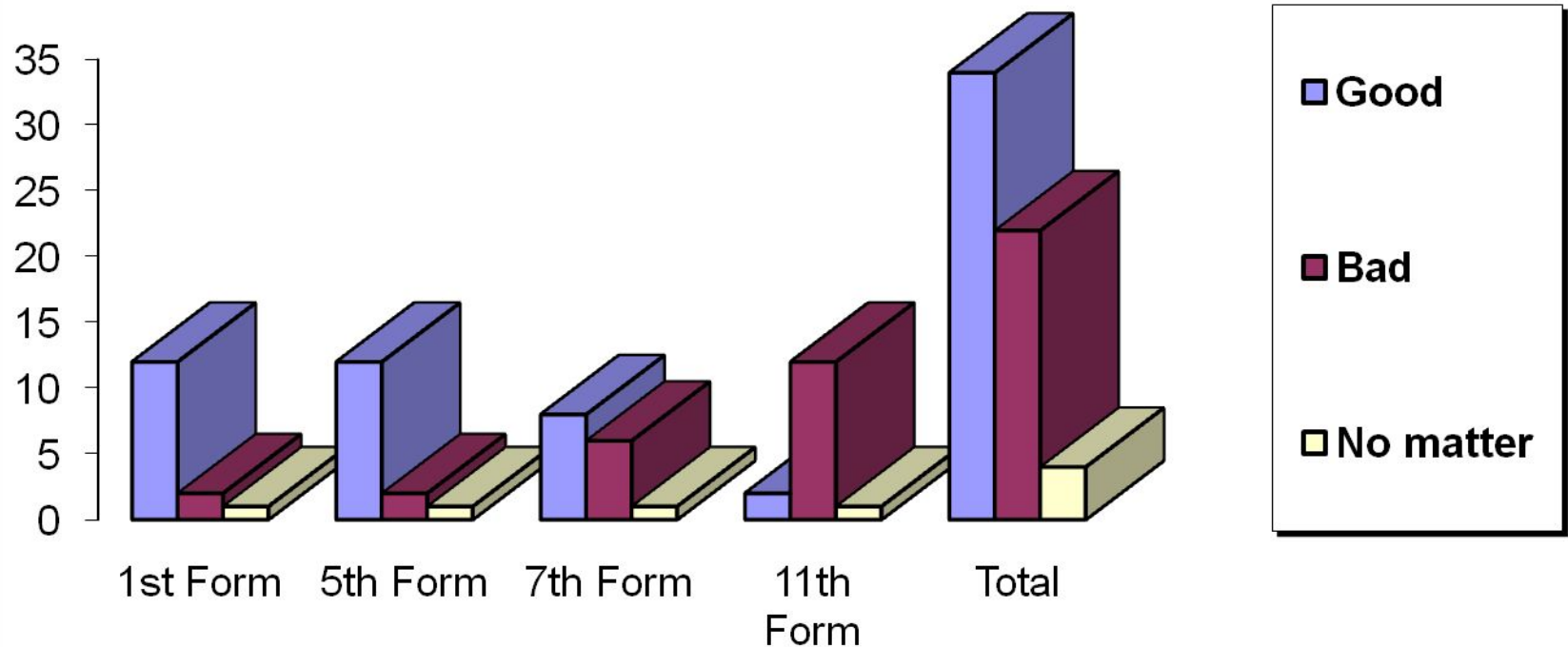
For and Against

Advantages	Disadvantages
Playing video 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 or game over?

- Follow the rules of proper playing.

- Choose the type of the game.

Thank you for attention!