

Video games have hugely had an impact on academic achievement. It is proven that video game addicts rarely interact with family and put less effort in activities such as doing their homework and reading, a recent research shows that video game addicts score lower grades than others who play less often. Variety of students agreed upon the fact that their video game habits are often responsible for poor school grades resulting into social isolation.

Gamers are willing to read and adhere to instructions from the game texts. Psychologists have proven that video games are beneficial in training people literature skills. A 13 year old is mature enough and doesn't need parents' guidance to be permitted in playing a game. If anything, restrictions need to be diminished, not tightened. Surprisingly, the video games that generally worry parents have had the most beneficial impact on children's brains.

Additionally, games consume the attention of adolescents. However, video game technology has entirely had an impact education-wise. Since video games have the capacity to engage children in learning experiences, there has been an enormous rise of "edutainment media". Children prefer this type of approach to learning but very few games have educational value. A recent study by year 9 students at Enfield County School suggests that such games are effective for children with relatively poor skills and teach them high-level thinking skills that raise their art technology in the future.

To conclude this argument, video games have an effect on children's behaviour as parents enable their kids to be engaged in the violent games. In my opinion, I think that children under the age of 18 should not have the privilege to purchase violent video games because they portray what actually occurs in day-to-day life therefore enacted laws should be introduced to restrict parents from buying violent material for their children. On the other hand, I believe that video games help kids learn new techniques aspiring them to improve in certain subjects in school therefore such games should be sold to children of age 13 because at that stage in life, teenagers are able to identify the difference between right and wrong. Video games—yes! Violent video games—no!