cortical processing, visual persistence and perceptual learning. Some findings from this study are as follows:

1. CFFFR threshold values are high in Media players when compared to Non-media players and these values are highly significantly ($p<0.0001$)

2. CFFFR threshold values are more in media players playing puzzle and education games than Action adventure sport games.

3. CFFFR threshold values gradually decreases as the age increases.

4. CFFFR threshold values are slightly higher in males when compared to females and these values are statistically not significant

Final conclusion - In media players, playing action video games improves acuity and contrast sensitivity, as well as enlarging the useful field of view, improving the number of moving objects that can be tracked simultaneously, and enhancing selective attention.

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