

Games and Violence

Video and online games have seriously caught the attention of mass media and nowadays they are considered harmful to children and teenagers. The increasing amount of games with violent scenes from the real society makes us aware of the influence of games. Nowadays, the popularity of violent video games has caused an increase in controversy. Parents and experts feel that some games are too violent and they demand their children to stop playing the video games. However, I strongly believe violent video games do not cause an increase in aggression in adolescents but they are instead beneficial to the players, especially problem solving skills, social interaction, and language development.

Firstly, in violent contents, video games have several positive aspects. Based on my experience, video games can push children's competence to the limit by forcing them to master certain ability to overcome the obstacles and problems in the level. For example, "Tom Clancy's Rainbow Six" series have become one of the games that require a solid teamwork. The player acts as the leader of an elite anti-terrorist squad that consist of 3-4 members. At the beginning of the game, players can choose how to infiltrate the terrorist compound, either by planting an explosive on the door, using a fast rope from the rooftop or simply breaching into several doors to create a surprise assault. These options will ignite the sense of logical thinking and strategy formations in which formal education does not offer.

Secondly, video games are also the tool of social interactions. Friendships can sometimes be developed through playing video games and ultimately keeping them away from drug usage and violent activities. Most of the video games have either multiplayer or online capabilities or even both. For example, I have made friends with several Americans from playing "League of Angel" online. The game focuses on eliminating the other team hence teamwork has a major role in succeeding the game. The players who join the same guild plan together about fighting with the other guilds in order to become the king the throne. This is a challenge for a player to have a conversation with a stranger in the game.

Finally, Most of games are created by western countries and surely English is needed for the players to read and understand the rules, missions, and things in games. Also, playing games helps develop English ability for the second language learners because many players use English to communicate with other people around the world via chatting boxes of the games. The native players always say new slangs, phrases, and idioms and these are very useful to non-native players when playing the games.

In conclusion, games originally are entertainment. Contemporary games are very realistic and for this reason they are a source of great experience for the player and develop their imagination. In addition, the players playing active games get an improvement of some important skills in life such as finding problem solutions, interaction with new people, and the development of language skills.