Video games are harmful to child development

Stance: Disagree

For this essay, video games are a form of entertainment in which the players are able to express themselves via their actions. While they are often said to be harmful to child development, I argue that it is not the case.

A popular type of video game is RPG or Role Playing Game. In these kinds of games, the player can explore the game environment and complete tasks that progress the game as well as ones that are optional that grant extra rewards. RPGs are similar to the real world in that there is an environment to explore and optional things someone can do that may give some reward. It is not required to do extra credit work but one does it to get a better grade. Doing something extra, whether it’s to feel better about yourself or gain some reward, is not a bad thing for children to experience and learn about.

While a good amount of online games like Call of Duty and League of Legends can involve players that annoy others for entertainment, players that do not know what to do, and players that do not like being with new players, exposure to these attitudes are a good thing for child development. Exposure to these attitudes can help them deal with situations such as teaching something that feels obvious to someone, encountering an annoying person, and figuring out what to do in a situation unknown to you. It is easy to get annoyed or even mad at how people can act in those situations, but early exposure to those attitudes and subsequent time to learn how to deal with those attitudes can be helpful for child development.

A reason that people say video games are harmful to child development is due to violence in video games. Studies looking into this link however showed no evidence of existing (Breuer et al. 2015) (Devilly et al. 2017). Another study looking into player-killing in a Chinese based video game gave evidence that it was actually improving them as people. Players believed that the game itself served as test in which they can become stronger and improve their own personal quality (Page 2012).

It is easy to say that violence in video games and negative personalities are negative influences on children, but rather than focus on the negatives on video games, future research needs to look at the positives of gaming.

References

