

Some people think that computer games are bad for children, while others believe that they are useful. Discuss the advantages and disadvantages of computer games and give your own opinion.

Living in the digital era has its associated (concomitant) problems in our lives that did not exist in the past. Modern forms of entertainment such as three-dimensional games, once only a dream, have ~~has~~ become a reality over the last few years, thanks to scientific advances, particularly in the field of computer sciences. Such computer- generated entertainments like video games have had an undeniable role in training of children. However, ~~However,~~ there are mixed feelings as to whether this should be seen as a boon or as a menace.

One key point in favor of computer games has to do with training aids. Some video games can ~~it~~ equipped young minds with a set of valuable skills, ranging from problem solving to social skills. Take creativity as a clear example of this which could be nurtured (cultivated), especially when it comes to games involving a great deal of problem solving. Many other games also help players to learn team work, coordination, critical thinking, to name just three. As well as this, video games are an effective tools (means) for keeping children off the streets and its dangers, meaning that parents could have close supervision over their children.

However, not everybody is on board with this mentality. There is this belief that video games are known as a source of violence among young minds who cannot distinguish between the real world and the virtual world. To be specified specific, violent video games desensitize young players to antisocial behaviors, like profanity (foul language), gender discrimination and many other inappropriate contacts. In addition, computer games are seen as one of the major causes of physical inactivity among children, which in turn could resulting in obesity and other conditions.

Personally, computer games would be useful as long as the do's and don'ts are defined. In other words, if the precise target in production, distribution, and utilization sections are seen by those in charge especially parents, video games will be one of the most useful tools for young minds which could be extremely educational.