

Nowadays, it is commonly accepted that playing and spending time on video game are very enjoyable specially for teenagers who are the greatest number of players in all around the world. Contrary, to this popular belief, there are still those who argue that not only is one way for squandering time is to play with the computer, smart cellphones, and etc., but also the investment in video games is are not essential and children ren should be banned or curbed. I, to a great extent, agree with the idea that the computer games stimulate adolescents' s ability to be more creative and boost their intelligence.

First and foremost, although some the video games are proper for children, the companies establish and attach some labels introducing standards for games which indicate the appropriate age group for a special game, it means on the back of behind of the pack of the CDs or DVDs of games there is the label, distinguishing the peculiar age range for this game. Therefore, the misconception of detrimental effect of games for children will be responded. So each kid can choose an adequate game for himself and get pleased with playing.

Another significant fact which should be taken into consideration is that playing and spending time is-are not wasting time because when a person looks at the old generation all almost all of them have difficulties tackling technological work and cannot handle the routine works such as surfing the internet or search on the internet, but why the new generation does do not have these struggles? to answer this question a person has to look at/into the background of working with the computer. Since Forasmuch as, today's recent kids get accustomed to with computers due to spending lots of time playing, they professionally know how to cope e with technical problems. Therefore, the academic, scholastic and governmental perspectives to playing with computers s have changed, consequently, they encourage parents to provide the fundamental infrastructure for their children owing to the significant role of computer games in children's future.

Finally, playing games is the best way to keep children busy, so families use this trick to fill their children's free time of their children and prevent their disruption in their necessary works, such as reading or working on a projects. although, children fill their free time, they boost their initiative and intuition owing to interaction with the game's characters s they learn how to resolve the issues and how to manage their feeling due to their inspired sentiments by games.

On the basis of the facts mentioned above, I am convinced that the misconception of this fact, that the games s are not proper for children due to guided labels, is solved and the parents s can solve to this dilemma. Playing video games is helpful for children because of owing to conveying knowledge to them to be more informed in comparison with the old generation. The video games can accompany children and fill their time and teach learn them productive instructors.