Nowadays children spend more time playing computer games than doing sports. Why is it happening? Does it have a positive or negative effect on their development?

In this day and age, more children tend to play video games rather than playing with their peers in yards. This is a consequence of our modernized living style, and computerized amusements which we access, which ~~and it~~ would negatively affect our society in terms of relationship and communication in the future.

With the remarkable developments in the field of computer graphics which have ~~has~~ led to creating considerably attractive games, children are willing to spend more time playing video games. In addition, the capability of playing online with other peers encourages children to stick to the magic screen of their laptop computers rather than going out and having physical activities. Moreover, their friends are mostly virtual ones ~~which~~ who they are connected to using social networks and as a result they do not accompany others joining sports clubs.

Such an attitude towards making connections and friends has resulted in less physical ~~activities~~activity, laziness and obesity/fatness among children. Their living pattern has been changed into sleeping in daylight, and playing games late at night. It is more likely that they could not communicate with other people in the real world, and end up with many relationships easily as if it is the virtual phenomenon. They think they can make another friend easily by chatting, and might never master their skills in negotiating as they do not have any in the real world with a real partner.

In conclusion, our younger generations are less willing to do sports, and are ~~is~~ more attracted to playing computer games as a result of the improvements in the fields of computer graphics and information technology. This will result in more single people in the real world with numerous relationships in the virtual one who ~~which~~ are not able to communicate with a real person.