

Nowadays many people have access to computers on a wide basis and a large number of children play computer games.

What are the positive and negative impacts of playing computer games and what can be done to minimize the bad effect?

Despite the fact that computers are so common and popular in modern societies and especially among children, it remains a contentious problem whether it is more of a positive gadget for them or a negative one as they mostly use it as a gaming console.

In fact, there are some positive features about playing computer games. for instance, one/some recent experiment shows that video games are more useful than even teachers and schools for children to learn English and another fact that gamer children are dramatically more creative than normal /typical/common/ordinary children.

It also consists of some negative features like when children allocate a remarkable amount of their time to in playing with computers, they become inattentive to from their physical and group activities and they also become profoundly introverted and get used to a sedentary lifestyle.

There are so many ways to overcome the difficulties raised ~~by bay~~ this issue. in my opinion the most useful one is the one that gaming companies are already using which is a program called “parental control” ~~by in which this program~~ parents can determine exactly the amount of time that children are allowed to play and when the time is ~~up over~~ the game will be closed and will not open until the next day.

In conclusion, I think if children strike a balance between their studies and physical activities and playing computer games it is not only ~~not~~ detrimental but also it could be useful.