

Computer games are very popular for all ages and nationalities. Parents think this has little educational value and it will be harmful for children.

To what extent do you agree or disagree?

There is no doubt that computers play ~~a~~ a vital role in leisure and training activities. While the role of education and training ~~are is~~ are growing in this rapidly changing world, orthodox parents believe that if pupils apply themselves and try their hardest at school, then they will increase their opportunity for higher education and better jobs in the future ~~such a~~ competitive world. I guess, like many other aspects of modern technologies, computer games are a double-edged sword and can ~~either~~ both assist ~~a~~ a better education or negatively affect it ~~not~~.

~~In~~ on one hand, addiction to electronic gadgets ~~are is~~ is becoming a common ~~problem~~ phenomenon of modern societies ~~and~~ which engages ~~wast~~ stratumstrata; from governments to parents as well as police officers to teachers. The youth are more professional in ~~computer~~ gaming than the elderly, who ~~can not~~ cannot supervise them, ~~therefore~~ therefore, family values have no space to germinate there. The threat is that the main aim of computer game companies is to make money and so they do their best to make gimmicks rather than training. These games are designed to appeal to the lowest common denominators and consequently have less educational value.

On the other hand, virtual networks are said to be the pillar of future education. The Recent pandemic of Covid 19 has highlighted the paramount importance of electronic games in education. Instilling appreciated moral ethics, boring mathematical formulas and literature in children's minds is the ~~latent~~ latent/underlying/embedded duty of useful video games.

As an impartial educated individual, I guess, computer games are an inseparable part of our lives but the main question is ~~that~~ whether individuals can be led into suitable games which per se are valuable and suitable for their age. Concerning the complexity of culture and technology, I think capable specializations can take the helm ~~at~~ at the chaotic sea of computerized games to ~~make~~ take the best advantages of games.