Nowadays **children** mostly spend time playing computer games rather than sports. ~~What are the reasons for this~~? Is it a positive or a negative development?

More recently, due in part to modern technology, many changes have emerged in humans' life, one of which is open-air physical sports being replaced by indoor computer games for children. In this regard, there is a controversial debate as to whether this change can be considered to be progress or degradation. In this essay, I will elaborate both **the** bright and dark sides of this issue before giving my own opinion.

On the one hand, urbanization has considerably made people's life environment crowded. To be more accurate, before, individuals were mostly living in ~~a~~ rural place**s** with **a** friendly ambiance, which let parents have no worries while their children were playing out of doors. In contrast, today, many people live in **the** same neighborhood without even knowing ~~a~~ **the** simple name of each other. Regarding this, they do not care about each other's property or children, hence a remarkable increase in numbers of kidnaped kids while they are playing game**s** near their home. Furthermore, there are many computer games whose intention is directly improving offspring's mind. Therefore, not only are ~~not~~ they **not** harmful for children's health, but also some of them can challenge children's**/their** mind to solve difficult puzzles, which contributes to promoting their thinking ability.

On the other hand, based upon recent research, inside home computer games have caused many injuries to children's health. To exemplify, playing long hours in front of his computer, not only does a child harm his eyes but also his back can be hurt by sitting long without any motion. Moreover, passing most of their time alone playing sedentary games instead of outside physical activities, charges can gradually become depressed, hence many isolated unsociable individuals. Last but not least, the environment, which children experience while they are playing outside is a small sample of society, which they would face in their future adult life. Thus, they can take full advantage of this period's achievements in their future life.

To put in a nutshell, although video games have partially tackled kids' safety issue and have relatively fostered mind skills in youngsters, many a parent~~s~~ complains about inevitably irreparable consequences of these entertainments. Thus, in my opinion, a balance must be ~~stricken~~ struck between indoor and outdoor games to benefit from both method's advantages and minimize their dangers.