Some people regard video games as harmless fun, or even as a useful educational tool. Others, however, believe that videos games are having an adverse effect on the people who play them.

In your opinion, do the drawbacks of video games outweigh the benefits?

People have different opinions ~~as to~~ whether Computer games are a suitable programme and have a positive effect for the person ~~hanging out with or not~~playing them. Although ~~it~~ they have~~offers~~ a few favorable aspects, I suppose ~~it~~ they ~~has~~ have a number of shortcomings.

It is universally accepted that playing game~~s~~ ~~have~~ has an array of merits. The most ~~out-standing~~outstanding benefit could be that some ~~plays~~ games improve mental ability of the ~~persons~~ players who indulge~~s~~ ~~himself~~ themselves~~or herself on~~. This would mean that these games are complicated, so people require to have a strategy and concentrate on the games in order to pass each step~~s~~ of them such as playing ~~the~~ chess and doing puzzle~~s~~. Another virtue might be that people specially teenagers try to get the hang of ~~the~~ video games which make them think a lot. Therefore, adolescents will become so enthusiast~~ic~~ to push themselves to the limits; furthermore, these kinds of entertainments might alleviate their stress and put them in a pleasant mood~~,~~. it is essential to mention that they should not spend much of their own time on Video games.

However, in my view, the computer game has a number of unfavorable aspects. There is no doubt the most significant is that people who are a student and play~~ing~~ games during their semester might fall behind with their studies. This is problematic for the simple reason because they miss their school work and may not have ~~not~~ enough quality time to focus on their exams. Another aggravation could be that the person playing computer games too much may encounter not only eyesight and mental troubles but also ~~violence~~ violent behavior because some games involve ~~are regarded with~~ fighting.

To conclude, from my point of view, playing computer games which ~~cause~~ encourage users to think about each step~~s~~ is suitable although I believe that the games, which are related to fighting and also are too violent, should be forbidden altogether.