

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

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

In this modern era there are many available high-tech computers on a broad basis and big/great number of children who are extremely keen on playing video games. In this essay some indicators that can produce negative and positive effects will be discussed, followed by recommendations to address the issue at hand.

The first and perhaps the most important positive effect ~~(in/with/of)~~ playing video games would be improve~~ment of~~ hand-eye coordination and visual skills in children. Some games can require a great deal of visual ability and hand-eye coordination. The player should ~~coordinate cooperate~~ the brain's reaction with his/her hands and fingertips movement. Another positive effect could be teaching children to learn team working when they ~~are~~ playing with others. In this regard, the player should be aware of his duty during the game or doing his/her best through the game.

On the other hand, One of the negative consequences of playing computer games would be ~~an~~ increase ~~in~~ aggressive behavior. Computer games with ~~a~~ violent content could lead to ~~misconduct savage behavior~~ in children. Since children's minds are ready to form, ~~they it~~ can be too effective on them in a way that they ~~follow/choose/copy~~ the hero of the games as a role model of behavior and learning his actions in the game, so it can effectively influence them. Another negative aspect could be social isolation. In fact, those children who spend a lot of time ~~to~~ playing video game have no time for playing outdoors or making friends. Therefore, they have ~~fewer less~~ friends than those children who devoted ~~d~~ less time to playing video games.

The former problem can be effectively reduced ~~d~~ by parents. They are able to supervise their children ~~such that .In a way that, it permits~~

them ~~to play for playing~~ one/1 or 2/two hours twice a week and control the time that they are playing. The latter problem would be decrease by combating ~~against~~ those companies that provide the games with a violent content which can ~~aggravate~~ improve the negative effects on children and parents should attempt to replace ~~them~~ it with instructive ones/games.

To put it in a nutshell, from my point of view, regardless of advantages and disadvantages of this issue, parents are the most important factors in shaping their children's behavior. If playing video games influences their children in seriously negative way, then ~~So~~ they should survey it meticulously and do their best, as they are responsible for it.