

МИНИСТЕРСТВО ОБРАЗОВАНИЯ РЕСПУБЛИКИ БАШКОРТОСТАН
ГОСУДАРСТВЕННОЕ БЮДЖЕТНОЕ ОБЩЕОБРАЗОВАТЕЛЬНОЕ УЧРЕЖДЕНИЕ
РЕСПУБЛИКАНСКАЯ ГИМНАЗИЯ-ИНТЕРНАТ ИМЕНИ ГАЗИЗА АЛЬМУХАМЕТОВА

Научно-исследовательская работа

Влияние компьютерных игр на школьников

Автор работы:
Муфазалова Алина, 9 класс

Руководитель-консультант:
Хасанова Зиля Расульевна, учитель английского языка

ANNOTATION: the author of this article describes the problem of the view on videogames on students studying. The development of game industry, the advantages and disadvantages of this pastime are discussed.

We live in the world of high technologies, where computers have become the instrument, which improves our lives and makes every task easier. PC can be seen everywhere - from the offices of huge corporations to the houses of our friends. The amount of the computers worldwide can be compared with the number of produced autos.

Some years ago, people met with each other, visited places together and talked over the telephone. Nowadays they turn on their computers, chat with their friends, share interesting media. That is a huge change in the social behavior, because such things couldn't be even imagined several decades ago.

With the development of computers people understood that PC can be used not only for special calculations and serious business, but for entertainment, too. That is why the videogames were created.

What is a video game? - A video game is an electronic game that involves interaction with a user interface to generate visual feedback on a device specially made for game play called a video console; these interactions are entered via input devices such as controllers, joysticks and hand-held peripherals.

The electronic systems used to play video games are known as platforms which range from: personal computers, video game consoles and small handheld devices and through these platforms video and sound are produced to interact with the user¹.

Since the creation of the first videogames they have become an interesting and affordable way of entertainment, which unites people of all ages worldwide. The industry of videogames developed with the spread of Internet, which made online-gaming come true.

¹ Impact of Video Games on Society [Электронный ресурс] / URL: UKessays: <https://www.ukessays.com/essays/media/video-gaming-and-its-impact-on-society-media-essay.php> (дата обращения 13.11.2018 г.).

There are many genres of games, different levels of difficulty and many opportunities to express yourself through the way of gaming, the creation of your character or even new levels of it.

Many people call themselves “gamers” because videogames are their hobby or they developed their skills and became professional players.

Games can be played not only on PC, but also on game consoles and smartphones. This opportunity to choose where to play provides players with the most comfortable and suitable conditions for game process.

According to statistics, today 97% of teens in the U.S. play video games, and sales of games are growing. The domestic video game industry brings in nearly \$12 billion a year.²

A lot of scientists decided to examine the influence of videogames on pupils.

About 15 years ago the first researches on this topic were made. Thereafter Western scientists have studied almost every aspect of videogames, including their influence on health, behavior and mood.

In Russia this field is not that known. Nevertheless, Russian researchers examine some sides of it, and their works are published in local scientific magazines.

Many psychologists mention the negative impact of videogames. According to different studies, about 8% of gamers are addicted because they are not satisfied with their everyday routine³.

For example, they try to escape it and forget about their troubles during the process of playing. It is mentioned that such players tend to have such dependence. Nevertheless, the risk of becoming addicted to games is quite low, because a small percent of people is predisposed to it.

² The Impact of Video Games [Электронный ресурс] / URL: Sutter Health: <http://www.pamf.org/parenting-teens/general/media-web/videogames.html> (дата обращения 12.11.2018 г.).

³ Барлас, Т. В. Влияние видеоигр на индивидуально-психологические особенности геймеров / Т. В. Барлас, А. П. Головина // Вестник МГЛУ. - 2017. - Выпуск 16 (622). - С. 102.

There are many rumors about the video games. Mass media cultivates the fiction about the growing aggression among gamers. According to tabloids, many violations and crimes were inspired by videogames.

The scientists cannot find the proper explanation of such phenomena. Most of them underline the fact that such behavior depends on the person. There are no evidences that prove the bad influence of videogames.

The sphere of games has many advantages and opportunities. For example, one of the future rooms of grow for videogames can be education. Through a game it is easier for pupils to learn new things.

Nowadays there are certain games for children that help to develop their personal skills. The potential of videogames is enormous, but the majority of them are created for entertainment. Some scientists suggest that the usage of games as the instrument of education is a new way to use videogames.⁴ For example, passing some tasks can bring points or bonuses for pupils. Another way is the visualisation of difficult topics in biology, physics or chemistry. It's better to see how things work than to read about it in textbooks.

Moreover, 3D games can increase memory capacity. In 2015 the researchers from the University of California undertook a study. A third of participants were asked to play Super Mario 3D World for two weeks, a third to play Angry Birds, and the rest to play nothing. The examination showed that the people who played Mario managed to accomplish memory tasks better than the others.⁵

Even though the majority of gamers are teenagers, some adults play videogames, too. They see many advantages in such pastime. After some time spent on gaming they feel relieved, because they overcome stress they have got during the working day. Such entertainment helps them to build healthy relationships in their families.

⁴ Садчиков, И. А. Видеоигры, как новые тенденции в развитии визуализации образовательного процесса / И. А. Садчиков, И. А. Сулова. // Новые информационные технологии в образовании: Материалы IX международной научно-практической конференции. - Екатеринбург, 2018. - С. 407.

⁵ Scientific Benefits of Playing Videogames [Электронный ресурс] / URL: ScienceAlert: <https://www.sciencealert.com/6-scientific-benefits-of-playing-videogames> (дата обращения 13.11.2018 г.).

In addition, some people make living by playing videogames. Professional gamers show their skills on certain contests such as The International, The Electronic Sports World Cup and others. At such cups the best teams can win millions of dollars. This sphere of competitions is called “cybersports” or “electronic sports”.

Videogames have a huge impact on society. They unite people around the globe in one community, which communicates, plays and waits for a new release together. People find new online friends, whom they can one day meet in real life. In an online poll, gamers were asked what they believed to be the main benefit of gaming. Over 40% said that gaming improves emotional well-being.⁶

Many children are inspired by success of game producing companies and wish to become IT-specialists to create their own games.

From the economic side of view, the game industry gains a great income. Millions of copies are sold each day.

Moreover, for playing brand new games people need the latest models of PC or game consoles, and they cost a lot. A wide range of games in each genre creates the wish to try all of them. Many games are quite cheap, but people buy different games and pay a lot for this entertainment.

The spread of games is fostered with advertisement on the Internet. For example, the most popular channel on YouTube is dedicated to games and entertaining videos. In developed countries the advertisement of new videogames can be seen on TV.

The social media is influenced by games, too. People share their achievements on the Internet, chat about their favorite games and help each other to go through all levels of certain games.

The culture experiences the influence of gaming, too. As an example, we can mention special festivals for those who love playing games. On such meetings

⁶ The Impact of Gaming: a Benefit to Society [Электронный ресурс] / URL: Forbes.com: <https://www.forbes.com/sites/kevinanderton/2018/06/25/the-impact-of-gaming-a-benefit-to-society-infographic/#1f4adcec269d> (дата обращения 13.11.2018 г.).

they can chat with each other, discuss latest releases and so on. The shops with merchandise of popular games make a huge profit.

Some of players recreate the outfits of their favorite characters. According to this, we can say that gamers have become a subculture.

Even though videogames have many advantages, some parents are concerned about the role of gaming in lives of their children. What can do parents to keep their children safe from violent games? First of all, they need to check the rating of the videogames. Some games are not supposed to be played by teenagers. They are made for adults, whose way of thinking has already formed, so it wouldn't be harmed by a game.

Moreover, it is better to limit the time of playing games in order to reduce the harmful influence on child's eyes. The best way to understand, if the child is under the influence of some game is to talk to him. During the conversation parents can explain the role of videogames and prevent possible negative influence.

In conclusion, we should mention that even though videogames have pros and cons, there are more advantages of it. Disadvantages can be easily reduced. The influence of videogames on modern society is huge.

The examples can be found in culture, economy and the everyday life. It is better to be optimistic about the future of gaming industry, because it can change our world completely.

SOURCE LIST:

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