How gaming affects education

I believe that video games affect education both positively and negatively

Erin Hastings led a survey of 70 school boys, aged 6 to 10 years Her team asked parents to

describe their sons’ usage of video games, and to report on their sons’ academic performance (e.g., the boys’ grade point averages).

Subsequent analysis revealed that time spent playing was linked with low school competence but only for violent video games. Kids who played educational video games (like

Math Blaster or Reader Rabbit) did not suffer academically.

Well-designed video games are natural teachers.1 They provide immediate feedback on the player’s success by distributing reinforcements and punishments, assist in learning at different rates, and offer opportunities to practice to the point of mastery and then to automaticity.

The following web page gave me more info while I was writing this article:

<https://www.parentingscience.com/Effects-of-video-games-on-school.html>

I also think that video games can adapt themselves to individual learners and train players in a way that helps them transfer knowledge or skills to the real world. Gamers repeat actions as they play, and repetition is one precondition for long-term potentiation—the strengthening of brain-cell connections (synapses) through repeated use that is thought to underlie memory storage and learning.

So, my conclusion is - no studies have shown that violent video games affect behavior negatively!!!

