VIDEO GAME IMPACT ON BEHAVIOR AND DEVELOPMENT

BRANDON LAM
COMP 585
WHO PLAYS GAMES?

- The stereotypical shy nerd?
- In today’s era, everybody!

- Modern technological advances
- Global communication and the Internet
WHY PLAY GAMES?

• Because it’s fun!
• Window for social experience
• Medium for lasting relationships

• 39% play for social experience
• 69% talk outside the game about their personal issues
NEGATIVES OF PLAYING GAMES

- Poor academic performance
- Loss of sleep
- Lack of motivation
COMMON MISCONCEPTIONS

- Lack/loss of social skills
- Isolation from society
- Subliminal imprinting
- Mentally inept and increased laziness
LAZINESS AND LACK/LOSS OF SOCIAL SKILL

Contrary to popular belief, many gamers are actually:

• Goal-oriented and high achievers
• Skilled in interactions/strategic planning
• Proficient using teamwork to achieve a common goal
SOCIAL ISOLATION AND INACTIVITY

Gamers are social too!

- 80% of 912 people prefer playing with family/friends
- Multiplayer > AI
  - Deeper sense of immersion
  - Increased social interactions
- Lasting friendships are made through online gaming
- Online gaming as a medium for social interaction and a social tool
MASSIVELY MULTIPLAYER ROLE PLAYING GAME

MMRPGs

- Demand interaction with other gamers
- Are a major time commitment
- Encourage team work to reach a common goal
- Lead to positive social interactions
FIRST PERSON SHOOTERS

FPS

- Played mostly by males in groups
- Encourage team play over isolation
- Lead to strategic planning with others
- Social aspect is what drives gameplay
GAMING AND THE FOUNDATION OF FRIENDSHIP

- Communication skills
- Team-building skills
- Mutual experience for conversation
- Similar norms and personalities
- Different perception of friends
- No face to face interactions
- Opening up to online friends
GAMING AND FAMILY BONDING

• Mutual experience & social cohesion

• Stronger family bonds & positive states

• Both beneficial & detrimental

• Paternal interactions & relationships

• Video games as a social tool
MORE POSITIVE EFFECTS

• Pro-social behavior
  • Positive behavior in game characters
  • Short term positive impact on player

• Lower risk-taking behavior
  • Smarter choices, less risk
  • Less risky friend groups
  • Higher GPA

• Positive change in behavior
  • Positive reinforcement
  • Educational
GAMING AND CHILDREN

• Inevitable exposure to games
• Sparks social interactions
• Common grounds of the modern world
• Problem solving skills
• Right vs. wrong
BENEFICIAL TO CHILD’S HEALTH

- Boosts learning, health and social skills
- Strengthen cognitive skills
  - Reasoning
  - Perception
  - Spatial navigation
- FPS and 3D depth perception
- RPG and problem solving skills
- Emotional appeal
- Classroom benefits
KEEPING VIDEO GAMES BENEFICIAL

• Child’s behavior and the game type
• Game content
• Game playing time

• 5000 kids from ages 10-15
• Excess gaming leads to negative behavior
• Balance must be found
VIDEO GAMES ARE GOOD!
JUST DON'T LET THEM TAKE OVER YOUR LIFE!
WORKS CITED

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