

# Game Over?

BY Sapphire

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NEWS



## SCHOOL REPORT



### Mind craft

The most common belief about video games is that they are seen as just entertainment for children and that it doesn't help them develop or learn. For certain games like apps this is true, to most non gamers it's seen as a waste of time.



On the other hand, for younger audiences they are actually beneficial to their development and education.

One example is minecraft, a block base, free roam game, this can help with: architecture or 3d art by creating real structures and paintings; maths by counting supplies for crafting or building; science through crafting materials like glass; and computing using code and blocks in game to make working technology like a phone in the game.

### Sky's the limit

For adventure games or RPGs (Role Playing Games) they are usually set in different time periods and or countries like: skyrim set during the medieval period, except there are dragons and mages, and assassins creed which is set in different times throughout the games usually in the desert and the list could go on.

These games can benefit them by learning about history and geography and different cultures whilst playing, even some facts they might not learn in lessons like norse mythology or their religious beliefs.



Most people will argue that children shouldn't play these sorts of games and should be banned because of the amount of violence they involve, or the more adult features in games like, grand theft auto that involve guns and prostitution, however these features are only implemented to reflect real life situations so the experience seems authentic. This is also why games have age ratings on them.



### Virtual reality

Video games are always developing; this has led to the more recent creation of the virtual reality headsets. These allow to see things from a first person perspective and experience what it's like to visit different places they might not have the chance to visit.

This technology has even been used in prisons so that when they are released they can rejoin society and understand what's happening around them.

The same technology has been used in lessons like geography by watching earthquakes in motion or erosion. However, most teachers wouldn't use this because they believe their students would become distracted or forget the point of using them, which is not always the case.



I believe that gaming is not just something to entertain you but help you be the best version of yourself,

What do you think?