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Composition 2

How Video Games Impact Society

Video games have positively and negatively impacted society by enabling educational video games to help children have fun while they are learning, and has created social problems in society today. Twenty years ago student were bored in class because of the way certain teachers taught. In 2014 students are able to have fun playing video games while learning about subjects such as math, science and other academic classes. According to Dachary Carey, "Even when games are obviously educational, game designers developed them in such a way as to promote playing even in kids who typically avoid educational content, promoting achievement and competition" (1). These types of innovative ideas to solve the problem of captivating students while teaching, helps the gap between poverty students and wealthy students. However, video games in general have corrupted human beings able to socialize with one another in a business setting. For instance, people have a hard time adapting to today's society because they live in an imaginary world that is cooler than the real world. This false reality has created people who only know how to communicate through technology such as Xboxes, this accuracy will directly impact society way of networking. Imagine all the video gamers working in the corporate world and using video game language to communicate to people from other nations. By people having gaming dialect that n would not understand will create a barrier between intellectual and socially awkward people. This could negatively affect society and the people around the world. Everything in society has a negative and positive side to it. For video games, the negative and positive affects society equally.

Works Cited

Carey, Dachary. "The Pros and Cons of Video Games." - *Life123*. Life123, 2014. Web.

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