

“CHILDREN’S BEHAVIOUR CAN BE NEGATIVELY INFLUENCED BY COMPUTER GAMES”

MODERN DAY CURSE

Playing computer games used to be a way to achieve hand and eye co-ordination and increase the mental abilities of children. But now children

consider computer games a separate yet better world. Computer games are all about war, crime and earning quick money, irrespective of the means used. These computer games transport the children into a virtual world and keep them away from their family, turning them into social aliens. The life which was earlier experienced through cultural, social and outdoor activities has been eclipsed by the virtual world that children see with computer games. The overindulgence of children in computer games has turned this could-have-been-boon into a ‘modern day curse’. This phenomenon if let uncontrolled, can play havoc with the future generation.

Seher Dawar

Convent of Jesus & Mary School
New Delhi

TEACH VALUES

Children’s behaviour can surely be influenced by computer games. Whether the influence is negative or positive is determined by the type of the game. Sometimes maturity also causes the game to have very less influence on the child. Some computer games deal with subjects that involve evading the law. Such games have negative influence on the children and can cause the children to become criminals.

Some games involving car races. But if the children are made to play good games they can benefit

a lot from them. Since the games have a much larger and stronger impact on the children then the words of the parents, guardians and teachers the computer games can be used to teach the children good values.

Saumoneel Mandal

Asansol, West Bengal

EFFECT ON HEALTH

Children often spend most of the time playing computer games during vacations and don’t read books. Some don’t do holiday homework. If they continue like this they may get health problems, may lose influence on studies and cannot even get knowledge about the society.

Rashmi B.

Johnson Grammar School

LOSE PLEASURES OF LIFE

As video games easily grab the attention of the children, children may try to imagine themselves as those characters and having super powers like them.

They may dress up like them and they tend to behave as these characters. Children don’t understand the difference between

real life characters and the fictional characters, which leads to undesirable consequences. Children get so much engrossed in those characters that they miss the pleasure of real life.

Rishi Chaturya

Johnson Grammar School

SELF CONTROL

Playing physical games does not harm children whereas playing computer games affects them. Sitting in front of the computer may harm their eyes and even brain. The

interest which they show in playing those computer games they won’t show in their studies. Children start arguing with their parents if they are not allowed to play the games. It is the parent’s duty to keep their children under control. It is the children’s duty to see what is required at their age and not more than that.

Sanjana

Johnson Grammar School

REDUCES CONCENTRATION

Playing physical games is an exercise for the child but playing more of computer games will spoil the mind of the child. Computer games might even affect the studies of the child. Playing computer games reduces the concentration of the child in class.

Sharanya Jagannath

Johnson Grammar School

SOME CAN BE BENEFICIAL

Child psychologists blame adverse behaviour of children on the influence of computer games that portray violence. Anything that the children perceive as a danger or threat or even opposing them is their target. The young mind can seldom distinguish between imagination and reality. But not all games contribute to such behaviour. There are many computer games that sharpen the mind and enhance the analytical ability of the child. Let us not blame the whole range of computer games – some can be really beneficial.

Rituparna Dubey

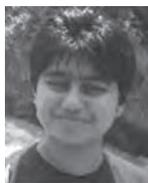
Faridabad, Haryana

MORE THAN JUST A GAME

Game means an enjoyable activity or a competitive form of activity with rules; but modern computer games have no barriers. Some are obviously enjoyable but most of them have a bad effect on children’s mind. Some become couch potatoes. Some get addicted to net surfing, downloading etc. from very early age. This advancement reasonably changes their lifestyle and mentality, which is like ‘wise before one’s years’. Parents should be conscious of their children’s gaming and other online activities.

Bimal Barman

The University of Burdwan



SHOULD BE MONITORED

Although computer games offer a broad array of opportunities for teaching and learning, there are equally as many games focused on violence and inappropriate behaviour. Children are easily influenced through what they see and hear. Often going hand in hand with violent acts, video games are also infested with many forms of inappropriate behavior. With this young boys may learn that disrespect towards elders is acceptable in the society.

At an age when children should be learning to build strong social relationships, many of them lack the communication skills because they spend most of their valuable time alone, engaged in video games. Their time should be balanced with healthy, outdoor activities and team interactions as well.

Abhipsa Panda
The Sagar School

PARENTS' DILEMMA

Computer games have magnetic appeal. They have a strong attraction even for adults so it is natural that children find it difficult to resist them. This preoccupation produces a noticeable negative influence. Actually the little ones see it more as a plaything and not as a tool to enhance their knowledge, as their parents want. For them the audio-visual lure is too difficult to resist; if discouraged they may throw a tantrum. How to win the war with children's obsession is a dilemma which parents, much to their chagrin, have to face.

Shashi
Indore

NOT ESSENTIAL

Food is essential for us to survive, but excess of it makes people obese, lazy etc. Similarly, playing computer games can cause bad or aggressive behavior if played for long time. Some computer games are educational like Spell Tower. They improve the memory, retention power and creativity in the child. There are also multiplayer games like Club Penguin, in which people from all around the world discuss among them and solve problems. This improves their communication and interactive skills.

But children are becoming more addicted to computer games that have historical setting like Assassin's Creed because they want to experience themselves in that historical setting rather than reading history. If these games are played for longer time then they may have negative influence on children. There was a recent incident where two children completely addicted to a computer game went to their college equipped with guns and killed eleven people.

K. Vinay Krishna
Johnson Grammar School, Hyderabad

HARDCORE GAMES

Children's behaviour is greatly influenced by what they see and experience. Up to a certain limit computer games are good for children as they learn something from it. Nowadays very hardcore video games

are available which depict violence and horror. Children become aggressive, ignorant and rude to others. Recently there was a murder of a teacher by a student, where the student confessed that he was inspired by a video game.

Sameeran Sahu
Cuttack

HARMFUL FOR SOCIETY

There is no doubt that computer games help in development of mind but it is also true that computer games play a major role in making youngsters violent. Today, most games are based on War, Crime, Murder and Sex! Some games are banned by the governments but still available in the market. This is very harmful for upcoming generation and our society.

Abhishek Soni
Gonda, Uttar Pradesh

HARMFUL IN EVERY WAY!

Of course, we all know that computer games are meant for entertainment purposes. But many young children act out violent computer game scenes in the playing ground. Too much gaming can cause addiction and the child will not be able to concentrate on other important tasks. This can even spoil our eyes.

Kareena Vaswani
Bombay Scottish School
Mumbai

STRESS & DEPRESSION

Statistics show that children who play video games perform better in maths and other subjects that require mental skills. But a child is drawn to the virtual world of video games. He starts believing that life is a video game and gets detached from his family, friends and society. He may suffer stress and depression.

Sreyasree Mandal
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INFLUENCE GAME DEVELOPERS

Many games like GTA Vice City and IGI are imbued with violence and can influence children to take wrong steps. So, we should make parents and their children aware of the negative effects and encourage game software developers to develop good games.

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EXCESS HARMFUL

Games cultivate our brain and optimise our IQ. But most of the computer games are programmed in such a way where the user plays the game against the computer, not with another person. It decreases the opportunity of interaction with others. An immature user soon becomes confined to the game and becomes isolated from rest of the world. Excessive involvement takes him to a state of frustration.

Anwita Chattopadhyay
Hooghly Binodini Girls' High School
West Bengal

EASILY INFLUENCED

A child's mind is like clay, hence violent games may harm the thinking of a child. So, elders should keep a watch on the attitude of their children towards violence under the influence of video games.

Manjari Chakraborty

MONITOR COMPUTER GAMES

We can't keep a child away from computer. However, guardians should restrict the time that children spend playing computer games. Children should be allowed to play those games that are



informative, educational and entertaining for their age level and mental disposition. Samya Roy, West Bengal

HARMFUL TO SOCIETY

Young brains cannot distinguish much between good and bad. This includes violent computer games. So, they try to tackle every situation in their life, relating them to the situation in the games. Gradually, the brain starts to reject any new information from outside resulting in decrease in the learning ability. The newly modified brain, designed by the computer games, doesn't find any application in practical life, it starts working for destructive purposes.

Angad S. Kulkarni, Nagpur

WORD OF CAUTION FOR GUARDIANS

Unproductive hours spent on violent and worthless games affect the young minds physically as well as morally. These games teach kids how to gun down the enemy whenever encountering any hurdle, replacing grandma's 'lessons of life'. These



games neither inculcate good values nor good habits. Worse, the addicted children are

often locked up in a room, sitting for hours with remote controllers in hand, high power lenses on eyes and suffering from obesity and lethargy at a tender growing age. It is the duty of the parents and guardians to keep a check on their wards.

Nayanshree Choube, UIT-RGPV, Bhopal

ROLE OF PARENTS

Violent games can instigate violent behavior in many cases. It is not wrong to

encourage computer games but the responsibility of the parent is to detect changes in their child's behavior and correct it.



Darshan L. MVJ Medical College, Bangalore

PLAY OUTDOOR GAMES

Computer games are based upon artistic renditions of the real world, which can easily attract a child's brain. So destructive games may prove harmful for a child's behaviour. It's better for a child to play outdoor games rather than indoor games like computer games that reduce his/her intelligence, makes him/her stubborn and strain the eyes.

Indrani Biswas Kolkata

SELF CONTROL

Violent games have unwholesome effect on the child. They think that the actions shown are heroic and try copy it. Children themselves should exercise self control while playing such games and also get good advice from their parents.



Prashant Raj Bajray St. Karen's Secondary School Patna, Bihar

FALSE EXPECTATIONS

Video game is a silent killer of children's spontaneous mind. It increases the child's tendency toward aggressive behaviour and delinquency. It gives children false expectation of real life, as real life cannot be perfectly simulated by videogames.

Sukanya Samanta Burdwan, W.B.

MAKES CHILDREN IRRESPONSIBLE

By engaging themselves in technology games, children miss the real enjoyment by playing games in the natural environment. Sometimes computer games create violent tendencies in them and affect their behaviour negatively in schools as well as at home.

Bhoi Ujwala Nathu Maharashtra

FANTASY WORLD

Computer games create artificial worlds that take up a lot of the children's time and no time is left for cultural values and creative work. After too much exposure to these games, children become inattentive in the classroom, develop physically violent tendencies and begin to live in a fantasy world.



Mahendra Singh AFS, Jodhpur (Rajasthan)

FRIENDLY PARENTS

Games have both good and bad effects. If parents are good friends of their children, negative influences can be avoided.

Neelesh Chatterjee Chandranagar

MIND BECOMES BLUNT

As we sow, as we reap. Computer games confine children's creative mind in only a room and their mind becomes blunt. Children can display disrespectful behaviour, blood pressure, Diabetes, etc.

Ankit Kumar Verma U.P.

CORRECT CHOICES

There are various types of computer games. Violent games can negatively influence the child's behaviour. But there are games like Scrabble, Bow and arrow, chess etc which not only help to develop the thinking power but also help to increase the concentration and intelligence level.

Dyuti Bhattacharyya West Bengal

BAD EFFECTS

Due to addiction children neglect their studies, and begin comparing their real lives with the virtual games. They become very impatient and aggressive at the slightest pretext and start fighting with others. Some children escape their extra classes and go to the gaming parlour. Some even take to gambling. So parents must take some serious actions to take control over their children.

Sonali Das Silchar, Assam

REDUCES IMAGINATION POWER

There was a time when children use to read books and play outdoor games to pass their time that helped them to increase their imagination power and remain healthy. But, today, we have a very fast learning generation that spends most of its time in using electronic media. Computer games have become a very important part of children's life. They spend most of their time in playing computer games and as a result, they suffer great loss of imagination power.

Sakshi Saxena Army Public School, Almora

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