



I'm not robot



I am not robot!

Next, research findings are reviewed concerning a wide range of positive and negative video game effects (1). This study was designed to examine the impact of online gaming addiction on mental health among International Islamic University Malaysia (IIUM) students. The case that violent video game play increases aggressive behavior has been made most forcefully by Anderson et al. Next, the positive effects of video games on learning and behavior are explored. Purpose: The goal of this study was to determine that video games can have a variety of effects on players, including improving working memory, cognitive flexibility, planning, spatial memory. Effect sizes for training with video games on cognitive skills in general ranged from $d = 0.1$ to $d = 0.4$ for processing and RTs, to $d = 0.2$ for memory, to $d = 0.3$ for task. The research on positive and negative effects of video games clearly shows that video games are effective teachers that can affect players in multiple ways simultaneously. Video game behaviour and well-being. Mental health comprises both negative mental health (e.g. depression) and positive mental health (e.g. well-being). The purpose of this article is to comprehensively examine game-play research to identify the factors that contribute to these disparate well-being outcomes and to highlight the potential positive effects. Recent meta-analytical studies have also supported the positive effects of video gaming on cognition [10,11,12,13]. These studies demonstrate that playing video games does provide cognitive benefits. A review of the results and methodological quality of The majority of the retrieved studies used commercial video games, and action games in particular, which resulted to be the most commonly used, closely followed by puzzle games. Research and policymakers have been interested in a wide range of mental health outcomes of video game play. Effect sizes for training with video games on cognitive skills in general ranged from $d = 0.1$ to $d = 0.4$ for processing and RTs, to $d = 0.2$ for memory. Video games are a ubiquitous part of almost all children's lives. The effects of video gaming intervention are ever more widely discussed among scientists. (6; see also refs and 8). Specifically, these authors undertook a comprehensive metaanalysis of the literature on the impact of violent video game play on six categories of aggressive response: cognition, affect, arousal, aggression, and conduct. The findings revealed that educational mobile games have a large effect ($g = 0.4$) on students' learning performance, with puzzle games having the largest effect ($g = 0.5$) on students' learning. Positive effects of playing video games. First, two theoretical perspectives are described that can be used to understand the mechanisms through which video games affect players. Usually, research done on video games has only focused on the negative effects of playing video games. A variety of studies have shown the long-term negative effects associated with playing video games. Research shows that playing video games has a positive bearing on the mental health of children and adolescents. This chapter provides an overview of current research findings in the area of video game effects. depression) and positive mental health. Video games are a source of entertainment for a wide population and have varied effects on well-being. hour per day in the United States. and adolescents' lives, with 80% playing for at least one hour per day. Research. research by The vast majority of children and adolescents play video games. Negative Effects. video games have both positive and negative effects on children's growth and development. Such effects can vary from person to person including violence, addiction and mental health. This paper describes the two major paradigms framing the research on video games: the Active Media perspective, which assumes that players imitate what they see in media, and the Active User perspective, which focuses on what players do with the game.