Argumentative Essay on Video Game

Look at today's generation. The student arrives home from school about three or four o'clock in the afternoon, puts his bag aside, argues whether he should bathe, definitely eats his lunch, and begins Playing video games, playing video games, and playing a lot of video games is his after-school program. Video games, unfortunately, have become an essential part of young people's lives. Whether hours, days, or even weeks, teens spend a lot of time killing monsters, killing zombies, or just shooting each other's pictures all the time. They lose time, deprive themselves of sleep, miss out on their homework, and even ruin their health, all because of the strange world of 'Call of Duty' and other video games. Most people in the world believe that playing video games can positively affect the lives of their loved ones, while others strongly disagree. While playing video games can help rejuvenate and relax the mind, it is still considered harmful due to the tendency to reward violence and create an aggressive actor.

First, playing video games often leads game players to accept what is usually and morally deprecated. Violent video games offer a very violent and bloody atmosphere. They are based on the idea that killing others is a reward. In addition, they teach players how to disrespect life by picking up a gun and shooting people, thus incorporating into their lives the fact that violence is a common occurrence in society that everyone commends. In addition, some games, such as GTA, feature school players about how important it is to show disrespect for authority by adding points to those who can escape from the police or even shooting others. Such games make young people think that influential people are wrong, but they are not. Therefore, they no longer respect the law or the law itself in that regard. David Greenfield, professor of psychiatry at the University of Connecticut and founder of the Centre for Internet and Technology Addiction, states: "These (violent video games) convey two things — a lack of respect for human life and a lack of resilience to violence. "It also teaches them how to put an end to violent acts with greater precision. And we call that entertainment.

Apart from ethical issues, excessive exposure to violent video leads to poor conflict resolution skills. Playing these games allows players to express their anger, pain, or excitement through hostility and anger. Players are only accustomed to a violent way of solving problems and losing communication skills. Thus, they turn to physical abuse to show their friends or siblings that they are nuisances. "The results show that playing violent video games increases angry thoughts, aggressive behaviour, and reduces helpful behaviour, empathy, and empathy for others." In one study, 161 college students were assigned to play one of the few violent games, neutral games, or pro-social games (where observed behaviour was required). After the game, students complete a task that they can do to help or injure another student. Students who played violent games were more likely to cause harm to others, whereas those who played social network games were more helpful.

Video games are mind-blowing stimuli that help sharpen the mind and relieve anxiety and stress. This is the absolute truth; However, playing video games has also reduced certain brain functions. Some studies have looked into how different brain regions of violent gamers react in different situations. By capturing the athletes' brain activity before, during, and after each violent encounter, investigators found that just before firing the weapon, the players showed more significant action on the dorsal anterior cingulate cortex. This area includes mind control and planning, among other

activities. While firing the weapon and afterward, the players showed little action on the rostral anterior cingulate cortex (RACC) and the amygdala. Because interactions between those areas of the brain are associated with resolving emotional conflicts, a decrease in their activity may reflect the pressure of the emotional response to perceiving the consequences of taking violent actions. Thus, the greater the experience with the violent media, the less likely it was to work on the brain's areas of thinking, learning, thinking, and controlling emotions.

In conclusion, video games have become an essential part of this era of modern technology, but they continue to remove anyone who clings to them. Unfortunately, teens do not realise that they are trapped in a web of false entertainment, and it may be too late to get out ....anyway?

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