

Video games are
NOT a waste of time!

1. Society has a
tendency to resist
change

Olden Times

THE WORLD'S OLDEST NEWSPAPER

- since 1879 -

BOOKS! WHAT A WASTE OF TIME!

An isolating activity Instead, they have
It's year 1498 and books become reliant on
are the new craze!
referring to books. Only
Whatever happened to
a small portion of their
memorising chunks of
brains will be activated
knowledge from scrolls?
as a result. If we do not
What will happen to our
put a stop to this evil
future generations!
activity, the future
Children are addicted to
generations will have
reading books which is
figs for brains. Memory
an isolating activity.
is a tried and tested
They have become lazy
method of knowledge
to put to memory
and should not be
anything they've learnt.

Today, games are criticised as a waste of time. However, four hundred years ago, novels were seen the same way. In fact, people were against printed media and felt memorising knowledge was far more superior than owning a printed copy.

Humans have a **fear of uncertainty**. They prefer tried and tested methods. They resist change. This does not mean games are necessarily bad, but society looks at anything new suspiciously until enough people adopt the new method.

The first smartphone **IBM Simon** came in 1992. It was only in 2007 when people finally recognized the smartphone as an awesome device thanks to Apple's iPhone!



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The human brain is predisposed to engineer discovery through play. The brain loves surprises. Whenever we encounter new things, our brains give us a shot of neurotransmitter **dopamine**, which gives us a high. (Like cocaine) Consequently, we are wired to want to explore our surroundings and seek out new experiences. This leads to important discoveries.

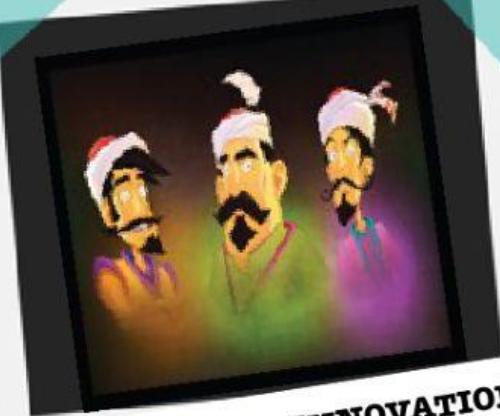
KIDS LEARN FASTER THROUGH PLAY

Kids are eager to soak up much information when it is delivered to them in game form. It could be evolutionary. We are born into the world, learn through trial and error by exploring our surroundings. We know fire is bad because we have gotten burnt. It is a more natural form of learning than reading a block of text.

WE ARE MORE CREATIVE WHEN WE ARE PLAYFUL

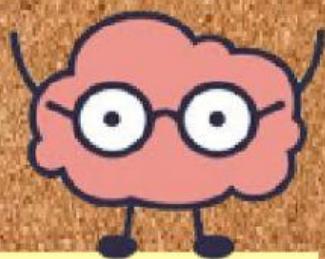
Secondly, our brain works differently when we're playing. We suspend disbelief and our minds start to make previously unimagined associations. It's in this playful mode that our brains are the most creative.

2. Fun and play has been a driver of progress.



PLAY leads to INNOVATION

BANU MUSA brothers were the first programmers in history. They created an 'automatic flute player' in the 9TH CENTURY. They also invented automated dolls and peacocks that can dispense soap. This started as ways to entertain people with trinkets and toys.



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3. Games impart
values

THE WRITE NEWS

THE WRITE TRIBE

THE WORLD'S FAVOURITE NEWSPAPER

- Since 1879

GAMES TEACH PERSEVERANCE!



Troy Stolle, a carpenter in real life, wanted to purchase a new house in the game called Ultima.

To get the money, he had to sell his old house. To get that house in the first place, he had to spend hours crafting virtual swords and plate mail to sell to a steady clientele of about three dozen fellow players. To attract and keep that clientele, he had to bring Nils Hansen's blacksmithing skills up to Grandmaster. To reach that level, Stolle spent six months doing nothing but smithing. He clicked on hillsides to mine ore, headed to a to click the ore into ingots,

clicked again to turn the ingots into weapons and armor, and then headed back to the hills to start all over again, each time raising Nils' skill level some tiny fraction of a percentage point, inching him closer to the distant goal of 100 points and the illustrious title of Grandmaster Blacksmith. Take a moment now to pause, step back, and consider just what was on here: Every day, month after month, a man was coming home from a full day of bone-jarringly repetitive work with hammer and nails to put in a full night of finger-numbingly repetitive work with "hammer" and "anvil" - and paying \$9.95 per month for the privilege.

GAMES HAVE BEEN ACCUSED OF TEACHING INSTANT GRATIFICATION

Contrary to popular belief, games are all about delayed gratification. Some parents practically have to lock kids in their room to get them to do their math homework, and threaten to ground them to take out the trash, then why are they willing to spend six months smithing in Ultima?

Games fire up the **dopamine** system in our brains. The craving instinct triggers a desire to explore. The system says, in effect: "Can't find the reward you were promised? Perhaps if you just look a little harder you might be in luck - it's got to be around here somewhere." This is precisely why we spend hours in a game to solve problems. It teaches us determination, resilience and persistence



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ROBLOX teach entrepreneurial skills

Modern games like Roblox are not only for entertainment. They teach entrepreneurial skills to young players. One can sell shirts and pants and get a percentage of the profit or can build a game and earn Robux in a variety of ways.

In that way, they learn to be creative, learn social interaction and help one another achieve goals. Kids also learn programming and coding skills.

3. Games impart values



WHAT SHOULD LEARNING BE ABOUT THEN?

Learning at the end of the day is not about memorising facts. It is ultimately about learning to make the right decisions: weighing evidence, analyzing situations, consulting your long-term goals, and then deciding. Games create an interactive environment to explore, make mistakes and learn to make the right decisions.



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QUIZ TIME!

1. Reading novels were once considered a waste of time.

True

False

2. Games teach no values to children.

True

False

3. Society's biggest discoveries happened because of fun and play.

True

False

4. What is instant gratification?

- a. Willing to work hard and be patient for a reward
- b. The desire to get rewards immediately



5. What is delayed gratification?

- a. Willing to work hard and be patient for a reward
- b. The desire to get rewards immediately

6. Why is society resistant to change?

- a. They have a fear of uncertainty
- b. laziness

7. Which method allows children to effectively absorb information?

- a. when it is presented to them in the form of a game
- b. when it is presented to them in a block of text

8. Learning is about _____?

- a. memorising cold hard facts
- b. about learning to make the right decisions: weighing evidence, analyzing situations, consulting your long-term goals, and then deciding.

