

Akademisk sprogbrug i diskussioner

Lucy Pebble states her opinion in an article from the Telegraph, where she implies that video gaming is more interactive than watching a movie or reading a book. She mentions that she grew up playing video games with her family in the way that they would take turns and help each other, to affirm the fact that video games are not solely anti-social. I agree with her idea that playing games is more interactive than watching a movie, as both involve staring at a screen. However, watching movies requires no further input after pressing the play button. She says the same about books, although I believe that books and video games each stimulate the imagination in their own way. When reading a book without pictures, you have to design the graphics of the world yourself, based solely upon the descriptions you read on the pages, whereas with video games you plunge into a pre-designed world and enjoy all the graphical prowess of the designers, which may give you the experience of images and details you never would have imagined on your own. The obvious exception would be text-based games, which would stimulate the brain in a way similar to reading a book.

With all this being said, there is absolutely no way to deny the fact that the most popular video games at the moment are the ones which involve violence in the form of killing, usually other players. Although many people like to blame these games for making teenagers more violent, there is still no evidence confirming this suspicion, as confirmed by Dr. Az on an Australian talk show. He states that video games affect each individual differently, though teenagers with low social capabilities or violent patterns should keep the violent games to a minimum.