Video Games

Video games are a universal part of modern life. They can be exciting, entertaining, frustrating, relaxing, compelling, and time-wasting. However, they can also be controversial – and have been for much of their existence. Although the very first video game – Pong – was fairly innocuous, with its simple bouncing ball, as games became more complex, so fears arose as to the effect that they were having, especially on children.

Even when graphics were simple and unrealistic blocks, conservative parents and some people in politics feared that the violence depicted in them would cause children to become more violent. Games were restricted and even banned. However, extensive scientific research has proved that even the most violent video games are not correlated with real-life violence.

More recently, there has been growing concern over gambling, especially in the form of loot boxes. The research on gambling is clear, and it can definitely become an addiction. There are now increasing calls for regulation and control of gambling and other monetary transactions in games to protect children – and the parents who often end up paying their bills. This time, the restrictions may be justified.

What was the first video game?

Do video games cause real-life violence?

Can loot boxes be addictive?