Some people believe that video games could inspire young students' interest and make their study more efficient rather than distract them and be a waste of time, so young students should be allowed to play video games. Do you agree or disagree?

In the contemporary world, with the advent of technology, the means of recreation have changed compared with the past. Nowadays, video games are trendy among school students as a leisure activity. In this regard, the inevitable question which has always caused heated debates among parents is whether this kind of entertainment is practical or not. Although some might find them profitable, from my perspective, their disadvantages do outweigh their advantages, so it is wiser not to allow them to play video games. In the following paragraphs, my viewpoint will be elucidated through two compelling reasons.

First and foremost, the game developers always seek to gain profit; thus, video games are designed by ingenious people with the aim to be addictive. Besides, some of them may cause dire consequences. For instance, violent games make students aggressive. Take a game named ‘Blue Whale’ as an example, which a couple of years ago proliferated among pupils. The more children processed in the game, the more depressed they became, and at the final level, in order to complete the game successfully, gamers committed suicide. Had their parents, as the ones who possessed the foresight, warned and avoided them from continuing too much deep in playing, the suicide rate in that period among youths would have decreased considerably.

Another worthwhile reason to be mentioned is that video plays may also cause physical problems in addition to mental problems. As the students spend a lot of time playing and staring at the screen, it may cause severe optics problems if it continues for a long time. Moreover, being sedentary for an extended period may exacerbate obesity in youngsters, which causes the decisive risk factor of coronary stenosis. To illustrate this, take a personal experience as an example. Compared to the former descendants, my parents, which dynamic playing was a central part of their daily lives and did not familiar with these kinds of modern games; the latter descendant, my sister and I, both not only do suffer from a low vision but also are more vulnerable to obesity; rather than our parents, which is much older than us, and presumably, they are more likely to endure such conditions.

In short, all the aforementioned reasons lead us to the conclusion that parents should restrict the time of playing with these kinds of technology to adapt mentally and physically healthful children. It is suggested that parents specify a schedule for their own children based on their age and personal characteristics to enjoy this kind of game and not be involved in dreadful results.

Time for writing and revising: 40 min

Word Count: 425