

Premiul I

VASILE MARA

Scoala Gimnaziala Herastrau, Bucuresti

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We are the best at making excuses. All kinds of games are addictive in one way or another, indeed, but do video games have such a bad impact on the players? From my point of view, video games can represent a form to develop certain skills and they should not be defined as the disadvantageous category of games. It is obvious that violent games appear to be everyone's major concern nowadays, but aggressive video games do not make violent kids. For sure, violent environments can lead to brutal people. However, society should not blame video games for today's crimes and bad-tempered behavior. Violence is everywhere, for instance in all forms of literature. Furthermore, there is evidence to suggest that playing video games might actually make us less violent. From playing video games you can achieve hand-eye coordination and fast reflexes. They are a mind sport, such as chess. Sports require strategy, reflexes and reaction time. Both games depend upon them. Supplementary, there are some video games that put you in the position where you physically have to move, jump or dance. Above all, it seems pertinent to remember that all kinds of addictions can be harmful. Gaming shouldn't be considered a physical sport, but a mental one.

Premiul II

CRISTEA MATEI

Clubul Copiilor Sector 6, Bucuresti

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In my opinion, video games are not as bad as people say they are and can be considered sports. First of all, some video games are considered e-Sports and they have their own championships organized almost every year, being sponsored by sites involving video games. Besides championships, almost daily there is a match between teams of pro-players that can't be watched on TV but can be watched on Twitch, an app that allows video game streaming. Secondly, video games can train hand-eye coordination and reflexes. For instance, in some video games the player is supposed to make fast and correct decisions in order to pass to the next level. On the other hand, video games can become an addiction, but this can be controlled. Even if most of the video games promote violence and poor health, they don't lead to poor school results and they don't affect teens as much as people say they do. Last but not least, video games have become the job of many people with the existence of streaming platforms which have transformed them into entertaining "shows". To conclude, I consider video games to be a sport rather than an addiction.

Premiul II

NEAGU CATALIN

Scoala Gimnaziala Alexandru Odobescu – Urziceni, Ialomita

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Video games are a method of relaxation, of spending free time for people of all ages. Like any other free time activity the difference consists in moderation: if the “session” doesn’t take too much time, and doesn’t become a purpose on it’s own, playing can have a positive impact: boosts creativity, the competitive spirit, the capability to solve problems and takes attention away from ordinary problems that generate stress. Video games become a matter of escaping, a way to suppress frustrations and unfulfilled wishes, which can become advantageous in a virtual world. This isn’t bad, since stress can come to dominate the lives of many, but the boundaries are thin, and the virtual world might replace the real one. Most video games are based around a reward system, which keeps the player playing the game. It’s more likely for a person that is unhappy with the rewards they get in real life, to take refuge in a world where an “action – reward” ratio exists. In conclusion, video games are a great way to release stress, and spend time, but in the wrong amounts it can become an addiction, create more stress and take control of your life.

Premiul III

PREDESCU ANDRADA

Scoala Gimnaziala Alexandru Davila - Pitesti, Arges

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Video games change your brain,” according to University of Wisconsin psychologist C. Shawn Green. Playing video games change the brain’s physical structure the same way as do learning to read, playing the piano, or navigating using a map. Much like exercise can build muscle, the powerful combination of concentration and rewarding surges of neurotransmitters like dopamine strengthen neural circuits that can build the brain.

Playing first person shooter games such as Call of Duty and Battlefield series enables the player to effectively judge what information should be stored in his working memory and what can be discarded considering the task at hand. The player must then coordinate the brain’s interpretation and reaction with the movement in his hands and fingertips. Studies have shown that people who play video games have better than average eyesight. A study has also found that playing video games could help improve eyesight by teaching the brain to spot small details, follow movements and spot subtle light changes, at least for people with visual difficulties. I strongly believe that video games are more than just a waste of time as adults put it. It can be a way of improving yourself both physically and mentally.

Premiul III

DUMITRU ORIANA

Scoala Gimnaziala Nicolae Titulescu, Bucuresti

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Are video games addictive activities or mind sports? It is undeniable that the industry of the computer games has experienced a major growth in the past years, especially when concerning their effect on teenagers. The young generation is naturally more likely to be open-minded and curious about things such as virtual activities, simulators and thrilling games that are created to stimulate their imagination, help them develop friendships and pump up their adrenaline, although, unfortunately, it is a fact that most people might become too engaged in their fascinating virtual stories to keep in touch with the real world and their daily duties. Furthermore, even though computer games have taught us that encountering obstacles signals that you are going the right way, the act of becoming too passionate about a virtual and fictional world might become an obstacle in itself. There is a fine line between determination and addiction and it is rather easy to cross. Therefore, I must conclude that as the beauty stands in the eye of the beholder, the two options to which the active use of computer games may lead to stand in the willpower and wisdom in the hands of the person which chooses to play.

Premiul Juriului

UNGUREANU SERBAN

Colegiul National de Informatica Tudor Vianu, Bucuresti

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Do video games cause dependence or are they sports of the mind? In my opinion, both affirmations are true.

Firstly, anything that has a payoff causes dependence, on varying levels. Games are made to feel rewarding when you win, so of course they lead to addiction. Nothing done in an extreme manner is good: playing too much is bad for you, but so is working too much. So are eating a lot and not eating enough, for example. Another factor in this is the fact that video games are mostly directed at younger audiences, which have way less self-control compared to adults, which leads to them becoming addicted more easily.

Secondly, while definitely not all, most games are indeed mind sports. Some games test memory, others test reaction times, eye-hand coordination, adapting to difficult situations on the flight, or cooperating with either your friends or people around the globe. Speaking of people around the globe, games are a great way to make new friends too. They're also good for making enemies.

In conclusion, video games are indeed addictive, but they are also mind sports, stimulating players to think more and faster.

Premiul Juriului

NEGOITA ISABELA MARIA

Colegiul National Mircea cel Batran, Constanta

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In my opinion, video games can be seen as both mind sports and addictions depending on the game and the person playing it. Any hobby can become a harmful addiction if exaggerated . People have a tendency of only noticing the bad effects of games, completely ignoring the multitude of good ones, among which we can consider: Besides being fun, they can be extremely helpful in developing hand-eye coordination and distributive attention as you usually need to be highly aware of your virtual surroundings during gameplay. Logical skills can also be polished through the puzzles that one is required to solve. Furthermore, contrary to popular belief, these games can aid in becoming more social, as it is fairly simple to meet new people with similar interests through multiplayer games. Recently, many people have succeeded in making good money out of pursuing a career as gamers, this activity slowly starting to gain respect from the general public and to be considered a mind sport. With all this being said, I believe that video games are mind sports that sometimes are taken to the extreme. Since the line between hobby and addiction is fairly thin, moderation is a key element.

Premiul de Originalitate

POPESCU MARIA RUXANDRA

Scoala Gimnaziala Nr. 149, Bucuresti

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Video games, a challenge for the new generation – Many people like spending their free time playing video games, that's a fact. But are they good for us or are they a real threat? I myself play some. For me these games are a good way to improve my English, my computing skills, to develop logical and strategic thinking and hand-eye coordination. Sometimes, I play video games online and thus I make new friends. However, what starts as innocent recreation becomes an addiction for some teenagers or even adults. Becoming increasingly complex and detailed, video games make people neglect friends, family, school or work. Because of their sophisticated graphics, characters and strategic challenges, it is not surprising that some teens and adults would rather play the latest video game than spend time with friends, do sports or reading. Many games are violent and, in extreme cases, addicted gamers become very nervous and even violent, threatening those who try to control their playing time. I believe that video games are mind sports only if they are fun and recreational and the gamers limit their playing to a few hours per week, successfully balancing school or work activities, friends and family obligations.

Premiul de Originalitate

CIMPEANU EDUARD IONUT

Colegiul National Al. I. Cuza – Ploiesti, Prahova

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To be or not to be a gamer!

Over the years most of the new trends have been debated and initially were rejected by the people. Even the rock and roll and the television faced such criticism in their time. Nowadays many people argue that video games can cause dependence. I enjoy playing video games and obviously I consider them mind sports. Firstly they help us develop many physical and mental activities. Fast action games constantly require my attention to switch from one part of the screen to another while also staying vigilant for other events happening. Secondly, playing this type of video games improves the hand-eye coordination because they require quick and accurate reactions to events that appear on the screen. The players' decision-making speed is increased. Thirdly, as players use their intellectual and motor skills needed to win a game, their brains learn to adapt to the pressure. What is more important is that online video games help me improve my English as I must communicate with my teammates from all over the world for us to win the game. In conclusion, I agree with addiction only if it is controlled. If not, then it is GAME OVER!

Premiul Special

GRIGORE ANDREI

Scoala Gimnaziala Nr. 81, Bucuresti

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Darkness. Suddenly a light makes everything seem more clearly. You see yourself in a room surrounded by technology more advanced than the one existing on Earth. A hologram announces you that you're on a spaceship which was attacked by aliens. Trying to save yourself you'll discover new competencies and you'll improve the old ones. You're surrounded by creatures. You're making tactics, you're thinking how you could defeat aliens even if you are alone and nobody helps you. You realise that you have developed a good strategic thinking when you escape alive. The time is passing and the loneliness disappears. Friends have appeared in your life. Past events have created a powerful bond between you. Inevitable stress occurs. It's caused by the moments when you don't have ideas for strategies. Friends will help you. Victories which you gained will bring about relaxation. After some hours you realise that you're in front of your computer, playing. You spend your time relaxing and improving your qualities. Even if you go one or several times a day to play a game it shouldn't become a dependence. Games should be treated exactly like what they are ... just games.

Premiul Special

DRAGOI DENISA ELENA

Scoala Gimnaziala Nr. 3 - Rasnov, Brasov

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Are video games an addiction or a mind game? Are they harmful altogether or there are also good things about them? Well, computer games are like a medicine. If the dosage is not right, it may be harmful. If you follow the prescription, they will do you good. Let me explain myself.

If you don't try computer games, they might remain a mystery to you. You will never dare to play them and they will seem to you difficult and boring. You won't get the hang of them. They will remain a closed door and it will be easy not to like them.

But if you play them too much and practically become their slave, they will master you instead of you mastering them. You will lose your friends, you will eat, sleep and go to school in between the matches from your favourite game. You will become an addict, no different from the drug or alcohol addicts.

Don't get scared, though! Try to strike a balance and make computer games your allies. You can play, read, do homework. At times, you will find that 24 hours in a day are not enough, but you will spend them wisely!

Premiul Special

GIURCA DARIUS PETRE

Scoala Gimnaziala - Novaci, Gorj

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AN ENEMY OR A FRIEND? Some people believe that video games are addictive and violent but others disagree. On the one hand, there are educational games that make you acquire knowledge and logical thinking through problem solving puzzles. Others are about strategy and enhance your prediction skills. Or, they could be about drawing skills, or anything, because there is no limit in games. My brain is forced to find solutions in order to win and makes me really focused during a game. And the most interesting fact is that my memory and reflexes are completely activated and games allow me to be whoever I want to, usually a stronger version of myself. On the other hand, I often feel like video games catch me. I am into them so much that time flies too fast. When I realize that, I know that my passion can become an enemy. We also have to admit that some games are addictive, violent and make students have bad grades at school. But, the truth is that we are all part of a society always improving, so why not enjoy its benefits, like computer games, as long as they don't become our enemy.

Premiul Special

PLESEA MARIA

Scoala Gimnaziala Nr. 2 – Videle, Teleorman

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Lots of kids love video games. In fact, they like them so much that they might hear something like this from mom or dad: “Enough! Unplug that thing and find something else to do!” It can be good advice, even if you were just about to crash through to the next level. Why? Too much of anything is just too much. It’s true that some studies have shown certain video games can improve hand-eye coordination, problem-solving skills, and the mind’s ability to process information. But too much video game playing may lead to health problems. It’s hard to get enough active play and exercise if you’re always inside playing video games. And without enough exercise, kids can become overweight. Really overdoing video games also could affect other important stuff, like friendships and how well a kid does in school. And kids who play violent video games might act more aggressively. But here’s the good news: Playing video games some of the time can be OK if you choose quality games. You might challenge your mom, dad- or even your grandma- to swing the bat in a game of baseball or try out some fancy moves in one of the dancing games. Could your grandma be a dancing queen? Time to find out!

Premiul I

ZIBILEANU MARIA ANNE-LISA

Liceul Teoretic Grigore Moisil, Tulcea



Video Games as Mind Sports. Gaming tournaments have existed since 1972, but they gained notoriety after saving South Korea from 1997's financial crisis. Today, with electronic-sports increasing in notoriety one question arose: can video games be mind sports? I strongly believe that some of them demand enough cognitive training to be easily considered as such. To begin with, their status as sports is contested for being malicious, but is that true? After receiving Witcher2 from Poland's primer, president Obama financed studies that proved their disconnection with aggressive behaviour. In addition, Daphne Bavalier's research showed that reasonable exposure to any game evinces increased visual acuity, faster reflexes and better hand-eye coordination due to the necessity of executing elaborate movements while being environmentally-aware and although addiction is an issue, its actual causes are rejection, neglect and depression. Furthermore, many games require tactical approach, skill and intensive training to be mastered. "Gaming's chess", Starcraft, represents a milestone for e-sports thanks to its fast-paced and strategy-reliant gameplay, hailed by scientists for developing one's multitasking capacity, attention and intelligence. Similarly, multiplayer-online-battle-arenas and first-person-shooters see team members communicating, cooperating, thinking ahead and planning to achieve the upper hand. Traits like this require quick reactions and finesse, for which champions practice intensively several years. In conclusion, video games' demand for dexterity, strategy and teamwork qualifies them as mind sports and also enhances players' brain plasticity. E-sports' universal recognition will create new opportunities for enthusiasts, wash away biases and, as Korea proved, will greatly benefit the global economy.

Premiul II

DIACONESCU RADU

Colegiul National Sf. Sava, Bucuresti

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Perspective. "They are a frivolous time-waster!" is what many said at the turn of the century... about films. It'd only take a few decades for this kind of view to disappear, and a further few to spring back up with a changed look: the debate on whether computer games are the corruptor of the youth or a mind sport. The discussion needs a fresh perspective, without the clutter of prejudice surrounding play in general. Clearly, folks arguing that video games are addictive do not enjoy a lot of fun. Otherwise, they would know absolutely any game gets boring after a while. However, people on the other side of the barricade, who see them as mind sports, might be even further from the truth. It is a little known fact that kittens restricted from playing with yarn hunt just as well as those who are not, but a better known fact that most children playing pilot will not, in fact, become pilots. Games, computer or other, are not the same as exercises. They appear to be a peculiar biological function, all on their own. The attempt to pigeonhole video games as mind sports might just be a try to assign usefulness to them. They aren't useful. What they are, is art. After all, computer games encompass other art forms (story writing, drawing, music), and add interactivity. But, more importantly, they spark fresh perspectives and debate, such as this, and fun. Is that not what art does?

Premiul II

SASU IULIA DIANA

Colegiul National Pedagogic "Constantin Bratescu", Constanta

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Between Addiction and Achievement. Gaming is the most ambitious phenomenon of this century, it is interactive entertainment taken to the limits of our current technology. Well known game developer Hideo Kojima refers to his games as “worlds of lies”, defining them through their ability to emulate real life and paying homage to the uncanny appeal of artificial lands. Video games come in all shapes and sizes, offering a staggering amount of choice to the player, from action-packed shooter matches to the occasional android game meant to kill time while on the run. Variable and versatile, the gaming industry caters to all tastes, ensuring the spread of video games around the globe. The lifeblood of such a large community is the e-sport scene, where players of extreme ability compete with one another, as do athletes in the Olympics. Their abilities prove that gaming is more than a vice and more than an addicting hobby: by achieving extraordinary feats in games, they often raise the bar of human intellect. While many consider that playing at a competitive level requires great reflexes, what actually sets apart casual players and e-sport champions is an incredibly exhaustive knowledge of their art. At their level, complete understanding of the inner workings of video games, which are composed of layered intricate systems, is not only encouraged, but required. Thus, I consider video games to not only rightfully be the most addictive form of entertainment, but also deceptively complex challenges, fully deserving of the title of mind sport.

Premiul III

POPA IOANA CRISTINA

Colegiul National Cantemir Voda, Bucuresti



A sport is defined as a competitive activity, played with set rules. As many other sports, videogames can be, in my opinion, a sport of mind, involving a good capacity of focusing on different life aspects.

To start with, I believe that videogames are mind sports, since they require numerous skills, such as distributive attention, an excellent hand-eye coordination and the development of your own strategy to defeat your opponent. In other words, videogames demand a strong mental focus and are competitive.

In this respect, chess, which is definitely not a videogame, is considered a sport, because the players need to come up with an extraordinary strategy to win. Furthermore, to do that in an extremely short time, they need to have an extremely high speed of reaction. My point is that chess and videogames are similar in the skills they require and since chess IS considered a mind sport, why shouldn't videogames?

Some people may argue that videogames are not sports, simply because they can't admit the concept of "mind sports", considering this thoroughly ridiculous.

It is true that, played excessively, videogames might become harmful, creating a certain addiction on the player. But what game doesn't hide this potentially addictive side? Therefore, playing them moderately could be extremely helpful in the development of people's brains.

All in all, I strongly believe that videogames are mind sports, as they train the mind through the skills they require as well as the element of competition.

Premiul III

CALOTA RARES

ICHB, Bucuresti



Nowadays it is debatable whether video games should be recognized as addictive activities or as mind sports among chess, board or card games. Strong and worthwhile arguments in support of both sides exist and will be analyzed.

To begin with, each computer game implies a wide range of signals, that obliges the player to use many senses to understand it and act accordingly. It is true that the user must react quickly to images, to noises and even to the vibrations of the remote control. In addition, meantime, the person must type or maneuver the controller. These can be done only by complex comprehension and processing, due to mind-trainer-games.

Furthermore, gaming can enrich creativity and intelligence. Obviously, the fictive situations from video games put a pressure on gamer's thinking to find optimal solutions without a precedent model. As a result, the player is forced to create a way to win without using different previous experience. This is an obvious process of creating new connections inside the human brain which means cleverness.

However, it is a strong relationship between immediate rewards offered by playing and addiction. It was already proved that the mechanism through which drugs led people to addiction is the use of drugs to get pleasure repetitively .The same mechanism applies for games too.

All in all, even though game -related addiction is a real threat, their positive effects are by far more constructive. Only by enjoying them responsibly, we can keep the negative aspects under control.

Premiul Juriului

IACOBAN IOANA PAULA

Liceul Teoretic "Grigore Moisil", Timisoara



Playing Computer Games: Friend or Foe?

Complex, challenging, and ambitious, video games have come a long way since the simple arcade titles of the 1970s. Nowadays, playing video games has become a widespread activity, especially among children and teenagers. Although many people say that video games are a complete waste of time, I consider them to be mind sports because they have beneficial effects on the cognitive development. Firstly, playing on a computer is a good way to relax and ease stress. Furthermore, games with story line improve creativity as they come up with totally new concepts, ideas and innovations. They are associated with a new world of digital fiction that can make the player passionate about different subjects like history or technology. Secondly, playing arcade games and first person shooters helps in developing swift reactions, quick thinking and critical thinking because the player has to be always focused on the game and respond in a short amount of time. Moreover, these skills can be very useful for drivers, pilots and even surgeons. On the other hand, arcade games, like Flappy Bird, can become addictive because the players always want to outdo themselves with a new high score, but usually this lasts for a short time as they are very monotonous. In conclusion, we can safely assume that video games satisfy the required conditions to be considered mind sports and not just a pointless activity which we do to pass the time.

Premiul Juriului

CIOBANU MAIA ILEANA

Colegiul National Ion Luca Caragiale, Popesti-Leordeni/Ilfov

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Evolution is the result of an adventurous life combined with a serious amount of consciousness and honesty towards the inner and also the outer world. It is earned by living. We can agree that both sports and addictions are the result of our choices. However, there are immense differences between them. Sports are stimulating activities that can sustain a healthy body and a balanced mind and therefore they are considered a routine of self-respect. Addictions are exaggerations of foolish desires which consume your vital energy. Video games portray fascinating virtual worlds and satisfy you by offering an escape: comfort. They allow freedom in defining one's self and their price is considerable: they eventually become a form of captivity. They create an alternative life and, if abused, they replace one's reality with utopia. A sport can put you in the position of forcing yourself into overcoming a difficult obstacle whether it is physical pain or lack of self-motivation. An addiction, similar to a video game, is only going to silently overwhelm by feeding the illusion of perfection. Although a virtual world may seem ideal for one's wishes, it has a major obvious flaw: it is not real. The concept of "ideal" is damaged because it no longer embodies the will to suffer and learn. Suffering in reality is an unbearable process, but it is ideal for your evolution, so choose to evolve. The last video game you wanted to buy had something special: a choice. Or was that about you?

Premiul de Originalitate

ILIUTA ALEXANDRA

Colegiul National "Gheorghe Titeica", Drobeta Turnu Severin

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A Virtual Controversy. Video games are quite often condemned, especially by parents whose children spend most of their time in the virtual realm. Adults tend to blame their children's social anxiety and lack of motivation on computer games. But are they rightfully demonised? On the one hand, video games are objectively enjoyable, so they might become addictive. They might take over people's lives and make them abandon their other interests. Moreover, some video games promote violence, sociopathy or sexual assault. Gamers, especially the young ones, are likely to imitate the characters' disruptive behaviour, bad language and so on. On the other hand, video games are exceptional ways to develop one's cognitive skills: memory, focus, logical thinking and spatial orientation. For example, virtual puzzles designed by neuroscientists are exceptionally helpful for the improvement of one's IQ. Depending on their theme, games can also broaden general knowledge. For instance, a video game about a memorable historical event helps its players learn a lot about it. Real life simulators are also beneficial, especially for medicine students who want to perform a surgical operation but don't have the opportunity to do it in real life. As a conclusion, computer games aren't inherently bad. If chosen wisely and used correctly, they can even be the key to one's success.

Premiul de Originalitate

IONESCU GABRIEL

Colegiul National de Informatica "Tudor Vianu", Bucuresti

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Rebelliously fighting for freedom as an outlaw in a dystopian universe. Effortlessly building entire metropolises overnight. Being the most skilled and acclaimed archer in the kingdom. And to think that all the items you need for these impossibly lofty dreams are a screen and a joystick! This short description is meant to portray video games as a joyous escape from the disappointing reality. When a certain activity becomes so ingrained into your consciousness that you begin to think of it this way, one can be truly sure that it has become an addiction. Many people are under the erroneous assumption that mental agility's only component is intelligence. In reality, concentration and discipline, traits which can be trained and strengthened, are actually the main contributors to the learning curve. Unfortunately though, neither of those fare well when primarily used in video games. While it is true that many of them involve a fair amount of strategy and anticipation, this translates into having to keep an eye for multiple elements at once while playing. That, coupled with the gratification we get from gaming, is where its addictive nature arises and concentration is shoved aside. Furthermore, the player receives a high amount of sensory input, effectively simulating a whole new environment and losing touch with real-life obligations if there's too much exposure. Bottom line, the key to a healthy mind is not prolonging the short-lasting joy of gaming to unreasonable amounts, but improving focus and working towards the more meaningful, long-term well-being instead.

Premiul Special

POPA ERMINIA

Colegiul National Carol I, Craiova

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In balance with yourself Being rudimentary,the origin of the game is lost somewhere in the darkness of time.While observing the children, whose perception of the game is both learning and social interaction from the youngest age,we can tell that for the human,the first occupation has always been the game.In the recent years,video games have become a trend not only among children and teenagers,among adults,too.They spend an increasing amount of their free time in front of the computer,that's why we may raise one question:Are video games addictive activities or mind sports?Mind sports as a game form are not just an extension of your personality,but a complex interactional method,a normal reaction to the development of our society.In my opinion,video games like many other games,can contribute to the cognitive development of the children by familiarizing them with logical thinking ,learning multitasking and taking responsibilities in making decisions in a short time.Like any other activity,in excess,it can transform in an obsession.For the child everything starts to be related to the game.Anything in this world can transform into its opposite,like in our case,games can create dependency.Surpassing a limit of living,that we believe it is true and good for us may be mistaken with the bad until the similitudes come between.I would like to finish my essay with a quotation from the great William Shakespeare:"Our life's cloth is moved with both good and bad,virtues would transform into conceits if errors didn't flog them,vices into desperation if they haven't been caressed by the virtues."

Premiul Special

HODIS ANDREEA DIANA

Liceul Teoretic "Ana Ipatescu", Gherla/Cluj

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Video games are ubiquitous now” are the words of Eugene Jarvis,a game designer,that hold a simple yet true meaning.Video games have passed many frontiers;in my opinion,now is the time to acknowledge them as mind sports, too.

First of all,Daphne Bavelier,a brain scientist,countered,through a TEDx Talk,some of the pervasive criticisms levelled against gaming by arguing that it has positive cognitive impacts.Those who play action video games,such as Call of Duty: Black Ops,have their attention skills improved for that matter,they make decisions faster and their ability to discern small details in a clutter is enhanced.

Secondly,video games are based on a set of rules,they require strategic and skillful execution and they are competitive.They also provide excitement for both players and spectators;e-Sports gathered a global audience of 226 million people in 2015 alone. Furthermore,some colleges have also adapted to the world’s new trends by teaching video game courses and offering scholarships for players.

Thirdly,video games have been vilified chiefly for being addictive,even though to this day there has not been found a clear proof in that regard.Moreover, the late U.S. Supreme Court Justice Antonin Scalia affirmed that as long as children are allowed to read Grimm’s Hansel and Gretel, who kill their captor by baking her in an oven,computer games should not be banned for allegedly promoting violence.

All in all,I do hope that the perception of video games will tip the balance in favour of them being considered as mind sports,rather than mere addictive activities.