The Big Deal About Video Games

Video Games As A Useful Tool

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Introduction

You check your phone for the time, and you realize you are an hour early for class! What do you do? You look around to find a familiar face, but unfortunately you recognize no one. Maybe you’ll go to the library. Oh, but you don’t have any exams coming up and you did the homework for all your classes this week yesterday. You’re a pretty good student. At this point, you’re bored out of your mind. So, you take a seat in the main lobby and whip out your phone. Why don’t you play a video game? Unless you currently have a phone from the 1990’s, you definitely have some kind of video game on your phone. There! You’ve found the solution to your boredom!

Research Question

How can video games act as a source of:
- Entertainment?
- Stress Relief?
- Powerful tool of education?

Background

“Games aren’t allowed to confront serious issues, the theory goes, because games don’t ‘mean’ anything.” – Lev Grossman, Conflict of Interest.

“Because it’s a video game, to some people it still feels like this subculture that’s off to the side, as opposed to what it is, which is fairly mainstream.” – Eric Hirshberg, CEO of Activision (Publishers of Call of Duty).

Methods

All research was done using the EBSCOhost online database provided by the Lloyd Sealy Library’s website.

Findings

The Call of Duty Franchise has redefined gaming as the world used to know it.

- Modern Warfare 2 took in $310 million on its day of release.
- Call of Duty: Modern Warfare 2 is regarded as not only the biggest launch in video game history, but also the biggest launch in entertainment history.
- Up until this February, gamers have collectively logged more than 2 billion hours of gameplay.

Professors at Roanoke College in Virginia conducted an interesting experiment with a video game called SPORE.

- SPORE is a video game that allows the player to assume the role of a God and control the growth of a species from its beginnings as a microscopic organism, to intelligent and social creatures like ourselves.
- The actual experiment was inspired from studies that found SPORE to hold characteristics that stimulated high order thinking.
- During a course on evolution, students were exposed to SPORE and those that played the game, reported they spent an average of three or more hours a week on classroom material, and scored 5% higher on exams.

Playing computer games that encourage a positive attitude may be the best way to relieve tension in the workplace.

- Mark Baldwin, a scientist at McGill University in Montreal, Canada, discovered that playing a certain video game “for 5 minutes” produced 17% less of the stress hormone cortisol.

Conclusions

Giving the findings, there is no doubt that video games can be the 3 E’s: Entertaining, Easing, and Enriching!

References


List of Article Sources