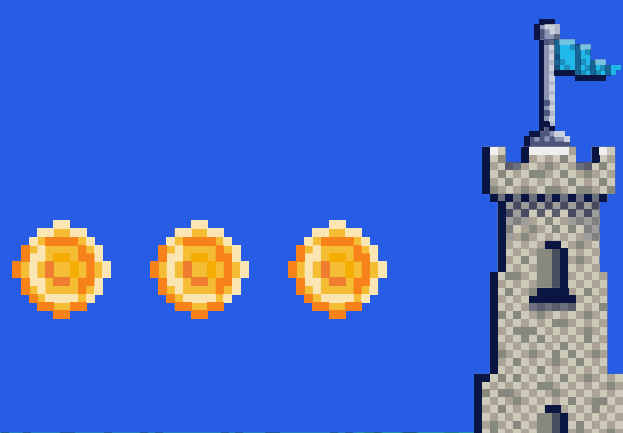


VIDEO GAMES

They are a big part of the average person's lives as there are over 3.24 billion people who consider themselves as gamers. Have you ever thought about what the video games do to your brain? There are both positive and negative identity issues that can happen to you when you play video games. Go down the ladders to see the different stages one can enter.



10-20% of players have a higher performance in perceptual and cognitive ability

Gamers spend 30% less time reading and 34% less time doing homework however



harmonious passion for WoW is associated with increased bonding capital, reduced loneliness, and improved wellbeing

they might have lesser in real life positive outcomes and mindsets



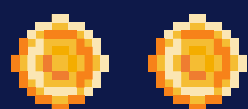
player identity allows one to express themselves freely and be part of the larger players' community

idolized avatars and in game characters could lead to worse mental state and major levels of lower self esteem



91% of parents agree that video games help develop problem-solving skills

98% of pediatricians believe violent media has a negative effect on children



99% of online multiplayer gamers experienced some form of the positive social behaviors

71% of adult online multiplayer gamers experienced severe abuse, including physical threats, stalking, and sustained harassment



The question remains:
do you still wanna
queue up?