


 homepage


 TecLit7


 TecLit6

 TecLit5

 **MediaLit5**

- » Media Literacy 5 Websites of Interest
- » Vocabulary
- » **Video Games**
- » Visual Literacy
- » Compositon (Video Literacy)

 Wilson Wildcat Newscast Calendar

 WildCatNewscast

Video Game Culture

•ProCon.org

Do violent video games contribute to youth violence? This ProCon.org **MICRO** website provides a summary of the debate on whether contribute to youth violence.

<http://videogames.procon.org/>

- Video game violence: harmful to society or just harmless fun?

By: Heather Svokos
Knight Ridder Tribune

http://www.clarksonintegrator.com/home/index.cfm?event=displayArticlePrinterFriendly&uStory_id=e03b5c8d-b810-458b-8cad-2276f1cc6d

- Video Game Culture: Leisure and Play Preferences of B.C. Teens

http://www.media-awareness.ca/english/resources/research_documents/studies/video_games/video_ga



IMPACT OF GAMING
HOW VIDEO GAMES ARE CHANGING OUR WORLD

It's only a game, right? Games seem innocent enough when they're sitting on the store shelf, but what are we really bringing into our lives? Explore how this form of entertainment influences our culture.



<http://www.pbs.org/kcts/videogamerevolution/impact/index.html>

- Killer Games

http://www.media-awareness.ca/english/resources/educational/handouts/video_games/killer_games/RenderForPrint=

IMPACT OF GAMING **PARENT'S GUIDE TO GAME RATINGS**

<http://www.pbs.org/kcts/videogamerevolution/impact/esrb.html>

The Entertainment Software Rating Board (ESRB) ratings are designed to provide information about vi game content so parents can make informed purchasing decisions. ESRB ratings have two parts: rating age appropriateness for the game and content descriptors indicate elements in a game that may have tri rating or concern.

To take full advantage of the ESRB rating system, it's important to check both the rating symbol (o game box) and the content descriptors (on the back of the game box).

- Violent Video Games Influence

by Nancy T. Niswonger in Issues, June 26, 2007

<http://socyberty.com/issues/violent-video-games-influence/>

- Are violent video games hindering the youth of society?

The youth of modern society seems to be under assault of violence in the form of video games. The di been blamed for the rise in acts of violence in today's youth. The nature of these games seems to be su youth the advantageous qualities that society, in general, anticipated the next generation would possess. that the violence within the aforementioned video games transgresses into the who ever plays those ga violence, the conditioning of our society's youth occurs. This conditioning by some has been referred t of evil". Upon realizing that the conditioning does occur, the society in general, maybe able to take step problems facing our youthful, upcoming population.

- Negative Influence Of Computer Games On Young People

"NEGATIVE INFLUENCE OF COMPUTER GAMES ON YOUNG PEOPLE".

I. Introduction.

A. Reasons for undertaking Research.

It is known that we are living in technological era. The computers became irreplaceable tool in everyda each person. The adult users generally use it for business purposes while youngsters for computer gam became the part of our life and very important component in many spheres of modern life. So it is som on people. One of the spheres of the life is leisure. And nowadays majority of young people spend their computer games, surfing through the internet. Computer games have become one of the favorite time-s people all ages, and even some adults. With permanent development of computer technology the quanti computer either for working purposes or entertainment purposes is increasing speedily.

<http://www.oppapers.com/essays/Negative-Influence-Of-Computer-Games-On/1>