

4.09.2017

Online Virtual Worlds: Pros and Cons

Special points of interest:

- > The difference between online and reality.
- > The various effects on our younger generation.
- > The pros and cons of online gaming.
- > Quotes from various people.



Various logos of socio virtual worlds.

Editorial by Grace Cranby

Lead Story Headline

Noo!! You watch as the screen fades to black and the large block letters scroll across the screen-YOU LOSE-with smaller words underneath-try again? The game is addictive, you have to keep on playing! Virtual worlds-what's the risk?

Most have heard of, if not played, a virtual game. They are addictive, skill-building and controlling. While children should interact with others and build skills from an early age, hours of sitting at a computer is not the right way.

The manufacturers and sellers need your input and money to continue business, so they twist the minds of consumers-virtual games are fun, easy to play, skill building and sociable! But they aren't. They keep children away

from Kyogle, has this to say about virtual worlds: virtual worlds are part of life. They are captivating and are often time consuming., so user beware! Madeline Evans and Lucas Stacey are of the same mind: Virtual worlds are amazing for increasing reflex speed and reaction times (Madeline) Online virtual

from the real world and cloud their minds, breaking relationships and changing behavior. But is we, as parents, who let them. Wheedling voices and dirty hands, grasping for the mouse, demand our attention and unquestionable 'yes's' . This should not happen. Stand up to your children!

Some may say that children learn social skills and hand-eye coordination. Granted, this is true, but would sports and social outings do the same? And at a higher level? We as humans are very physical, and that is a good thing. So why break that, why spend time as a family killing each other in WoW?

But what to do to fix this?

worlds, can let children with high stress level cool down and prepare for the next day. (Lucas) Emma Cranby has simply this to say: play at your own risk. And Jordan Fisher is of the mind that: some games can be good because they teach you things, but a mixture; good and bad.

What can we do to ensure the bright future of our children. The answer of course-just don't let them play online games! They can read a book, play a video game, throw a tennis ball, climb trees, go for a walk, meet up with friends, -the possibilities are endless. And for such a menace, a simple answer is all that is needed.

As parents, you have an enormous effect on your children, it's time to put it to use. Learning to say no is one of the hardest things to do as a parent, but your children will benefit from it. And as young adults, they choose what they do. It really doesn't matter.

Jennifer Densley, a teacher

Quotes from:

Jordan Fisher

Emma Cranby

Jennifer Densley

Madeline Evans

Lucas Stacey

