

Using video game technology to promote science learning in middle school students

Since video games have been introduced as a popular form of media, speculation has abounded regarding both their positive and negative effects. This research project examined both the potential long-term value of video games in promoting both mathematics skill and visuospatial cognition while also considering potential negative influences on aggression. Results indicated that the influence of video games on behavior, whether positive or negative was, in fact, minimal. This suggests that previous discussions of video game effects may have exaggerated their potential impact on young players, for good or for bad.