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Video Games: Playstation

By Nancy Jackson

Electronic amusements are more than idle pastimes. They have become important social and even educational tools. Interactive games are picking up where social groups have left off, and PlayStation is one manufacturer that is leading the revolution.

Video games and interactive hardware can provide endless amusement for players of all ages. Virtually anyone who likes to play any type of game can happily settle in with an electronic option. There are strategy, quest and searching games; tag and board games, action and racing games, mysteries, expeditions and even aerobic instruction games. The market is flooded with interactive fun for every sort of gamer.

Electronic game software can entertain, and also educate. While all gaming programs are designed to provide fun, many people are able to develop certain skills and talents while playing. Interactive hardware can help you with reading, writing and arithmetic. Budding artists can hone their drawing skills, while aspiring racecar drivers learn to downshift and turn the wheel just a little before the road curves. Problem solving, dancing and other skills can be developed as players interact and learn from one another.

Game manufacturers have been using electronic components and features since the 1950s. From these humble beginnings, the electronic gaming industry has seen multi-billion dollars in growth. Electronic games adapted technological trends and evolved into highly qualified computer systems.

The United States were first to furnish players with video games. Limited knowledge and development costs kept the games rudimentary compared to today's standards, but fun nonetheless. First-generation gamers fondly remember the thrill of graduating from on screen "ping pong" games of dots and dashes, to playing a "space wars" game with sound and explosive effects. As we eagerly plugged these video game dinosaurs into our black and white television sets, we thought it could never get any better.

The phrase "video games" generally encompasses the genre of interactive, electronic amusement and sport. Early developers introduced arcade games to barrooms and pinball alleys. These first

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coin-operated machines used television screens for display, and were equipped with speakers for sound effects and music. Coin-operated arcades, and the video games within them, were huge sensations and before long, video game systems began to make their ways into our homes.

There came a point on the video game timeline that developers stopped to realize that computers were widely available and easier to use. At this point, the video game world turned to a new direction. These home computers would become channels for the modern video game industry. Developers began exploring running strategies, and designers worked hard to find ways to attract players to these newly reinvented video games.

As a result of these new technological breakthroughs, Sony introduced PlayStation in 1988. Largely a home electronics company, at that time Sony did not have a great deal of knowledge about video games. At that time, the gaming world had reached a new high. There was no better time for Sony to get a leg up on the competition with its multi-media machine called PlayStation. This innovative gaming

system introduced what we now know as the CD-ROM. In the first year, Sony sold out seven million Playstation systems worldwide. Following the initial PlayStation success, Sony began using CD-Is in the early 1990s. These small disks provided gaming enthusiasts to play interactively over a computer system.

Personal gaming systems have quickly evolved into a huge industry. Nintendo, Gameboy and PlayStation are big names in video games. These manufacturers realize that game enthusiasts can be anyone from a toddler to a retiree, so they've developed games and software to appeal to the masses. More corporations are coming on board to develop their own arcade and video game products. The industry continues to grow, and developers keep on working to find new ways to amuse us.

Nancy Jackson contributes articles to several web sites, such as

<http://yogey.com>

and

<http://zigug.com>

Video Games Are Good – Are They?

By Gabriel Adams

If you're like most parents, you're probably confused over the number of reports that argue against the use of video games as entertainment. Some of the information in these reports is quite convincing. After all, they're written by psychology experts, child educators, and social science professors from esteemed colleges or other similar institutions. And the arguments presented within these reports make sense. They're based on years of research and they may even resonate with experiences you've had with the children in your very own social circle.

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On the other hand, it's important that some of this information be taken with a grain of salt. Rarely will you see a report that argues on the side of video games, and that outlines the positive attributes that time spent with a Nintendo system or Sony Playstation generates. With all the negativity surrounding these products, one could easily think that Nintendo and Sony were evil manifestations of the devil himself! But this couldn't be further from the truth.

The Nintendo system and Sony Playstation are mere platforms for video games that range from educational lessons to downright questionable material. We can't argue against the latter. There **are** some inappropriate video games in the public, but does that mean parents have ban the entire video gaming industry altogether?

Absolutely not – and to do so, in our humble opinion, would be detrimental to childhood development. That's right – detrimental. We don't believe this claim is a leap of faith, because just as there are reports that dissuade video gaming, there is a tremendous amount of evidence that suggests why video games are an important part of growing up. This evidence points to things like hand and eye coordination, the ability to focus, perseverance, and improving problem solving skills.

This evidence should give parents a bit of comfort in knowing that the gaming industry in itself is not the issue. The issue is instead, the parents' choice of video games that are allowed in the home.

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