

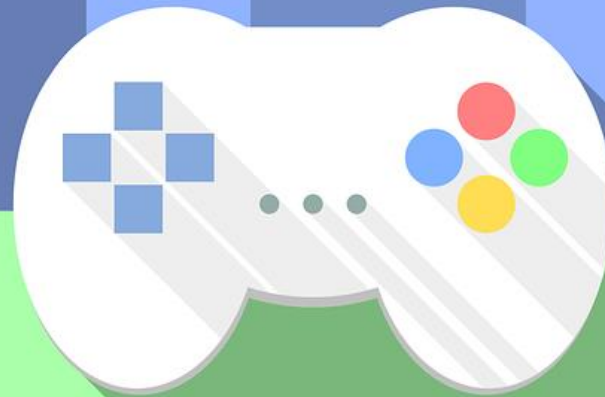


# WELCOME TO THE PARENT CONNECTION!

ENJOY SOME FOOD AND VISIT WITH OTHERS



VIDEO GAMES



CURRENT LANDSCAPE

# CURRENT LANDSCAPE: WHO PLAYS

- Boys under 17 represent \_\_\_% of the gaming population
- \_\_\_% of US gamers are women
- \_\_\_% of Americans play video games daily
- Average age of gamer in the US is \_\_\_-years-old

# CURRENT LANDSCAPE: WHO PLAYS

- Boys under 17 represent 17% of the gaming population
- 45% of US gamers are women
- 60% of Americans play video games daily
- Average age of gamer in the US is 34-years-old

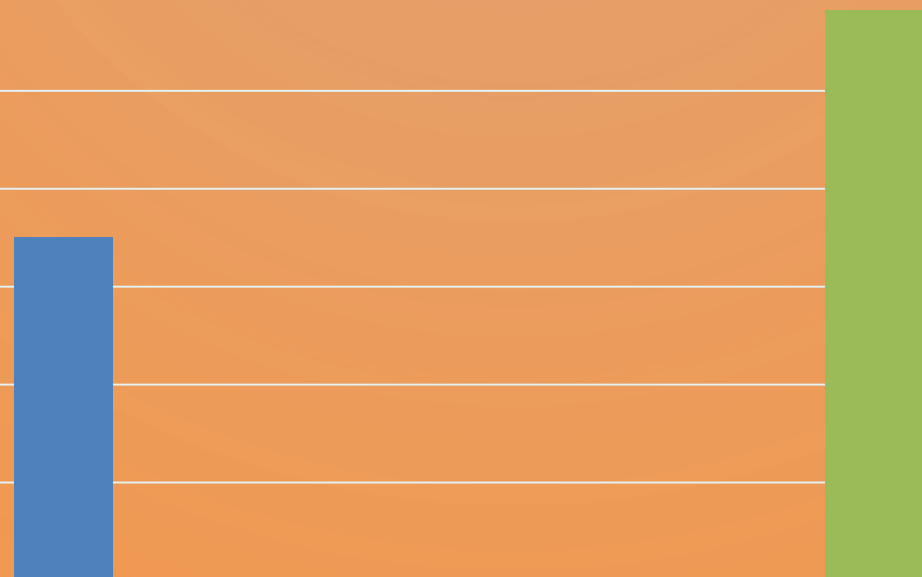
\*ESA's "2018 Sales, Demographic, and Usage Data: Essential Facts About the Computer and Video Game Industry"

# CURRENT LANDSCAPE: ECONOMIC IMPACT

\$ spent in US on video game content

2010=\$17.5 b

2017=\$29.1 b



The slide features a solid orange background. In each of the four corners, there are decorative white line-art elements resembling circuit traces or neural network connections, with small circles at the end of the lines.

# CURRENT LANDSCAPE: ECONOMIC IMPACT

- 65,678 workers directly employed in US
- Average of \$97,000 annual compensation

# CURRENT LANDSCAPE



# CURRENT LANDSCAPE





# CURRENT LANDSCAPE



# CURRENT LANDSCAPE: POPULAR GAMES

## Battle Royale



# CURRENT LANDSCAPE: POPULAR GAMES

## Best selling of 2017:

- #1: Call of Duty: WWII
- #2: NBA 2k18
- #3: Grand Theft Auto (GTA) V
- #4: Madden NFL 18
- #5: Destiny 2
- #6: The Legend of Zelda: Breath of the Wild
- #7: Tom Clancy's Ghost Recon: Wildlands
- #8: Star Wars: Battlefront II
- #9: Super Mario Odyssey
- #10: Minecraft

WHAT'S NEXT?

Virtual reality (VR)

Oculus Rift



WHAT'S NEXT?

Augmented (or mixed) reality (AR)

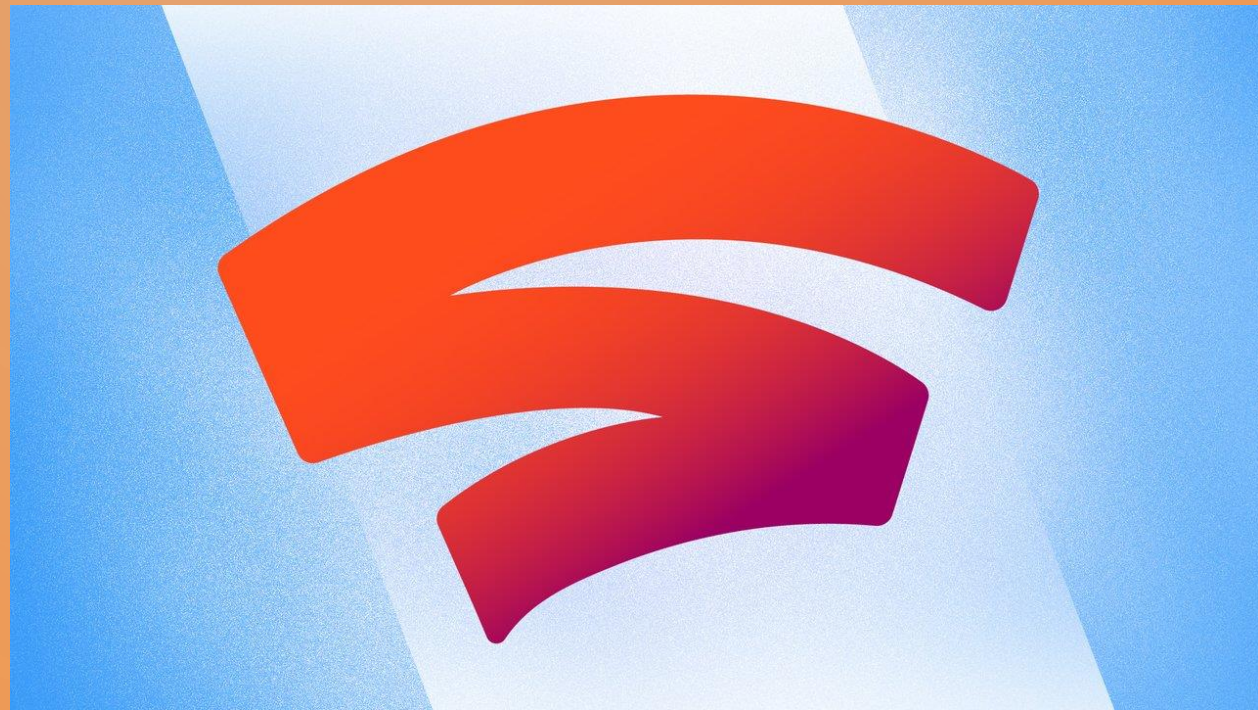
Immersive Experience



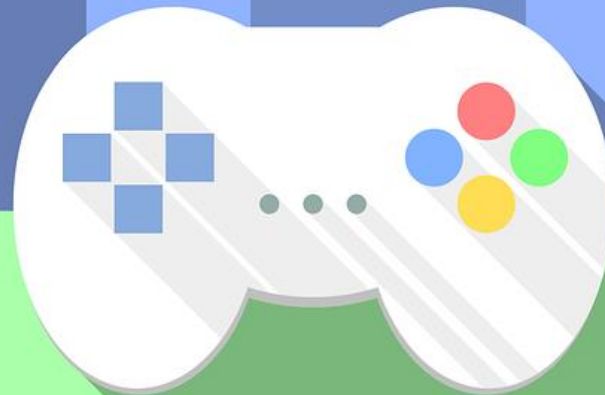
HoloLens 2

WHAT'S NEXT?

Google Stadia



VIDEO GAMES



NEGATIVES



# NEGATIVES

What concerns do you have about video games?

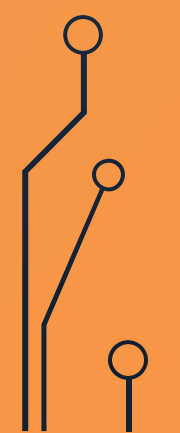






# NEGATIVES

- Addiction
  - What does video game addiction look like?




# NEGATIVES

- Addiction
  - Seems preoccupied
  - Plays in secret, lies about gaming time
  - Displays a lack of control
  - Neglects responsibilities or relationships
  - Spends a majority of their money on video gaming
  - Seems unconcerned or defensive about people in their life feeling ignored, left out, forgotten

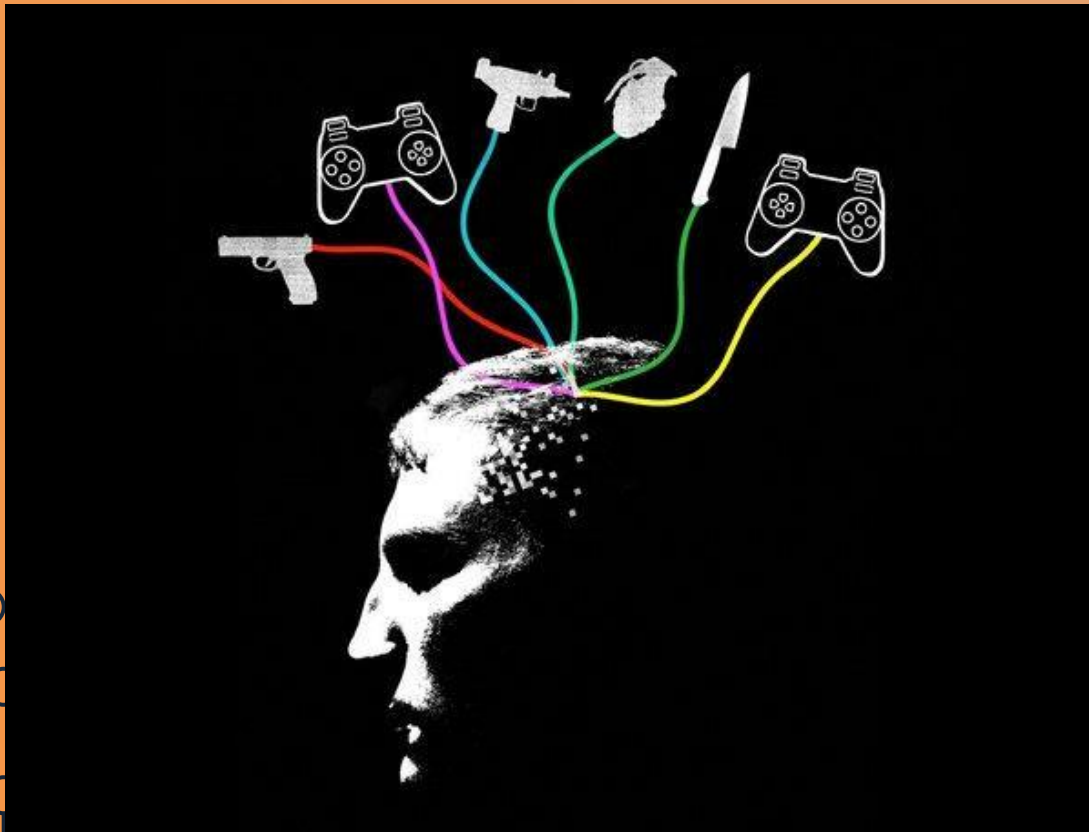


# NEGATIVES

- Addiction
  - Escape
  - Finding identity in game
  - Content
    - Violence
- 



# NEGATIVES: VIOLENCE



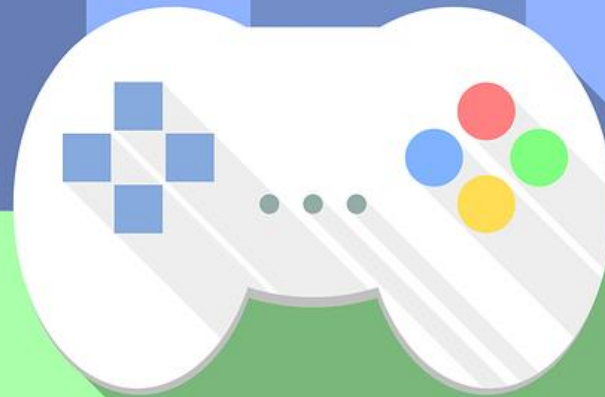
- 2011 Supreme Court said that link was “unpersuasive”
- 2017 APA meta-analysis
  - Playing violent video games is a risk factor to increased aggression

# NEGATIVES

- Addiction
- Escape
- Finding identity in game
- Content
  - Violence
  - Sexual content
  - Rating System
- Interaction with other players



VIDEO GAMES



POSITIVES



# POSITIVES

What good can come from video games?



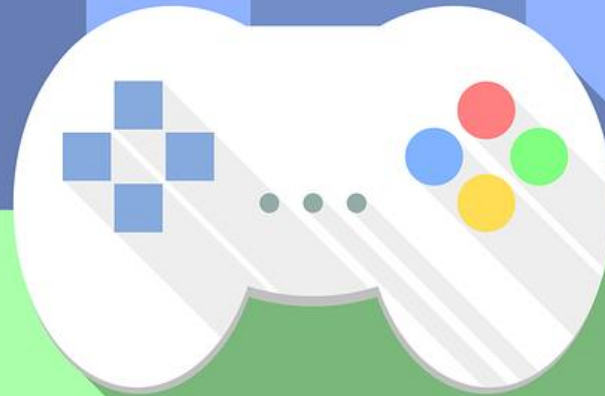


# POSITIVES

- Community
  - Communication
  - Cooperation/leadership
  - Rest
  - Improved coordination
  - Problem solving skills
  - Enhanced memory
  - Attention and concentration
  - Learning
  - Processing speed
  - Multitasking skill
- 
- 
- 



VIDEO GAMES



SHEPHERDING




# SHEPHERDING

How can we encourage healthy gaming?





# SHEPHERDING

- Show interest—learn about, play with
  - Discover why someone plays
  - Provide limits—goal of self-regulation
  - Help games become launch pad to physical world
- 



# SHEPHERDING

- <sup>7</sup> But whatever were gains to me I now consider loss for the sake of Christ. <sup>8</sup> What is more, I consider everything a loss because of the surpassing worth of knowing Christ Jesus my Lord, for whose sake I have lost all things. I consider them garbage, that I may gain Christ <sup>9</sup> and be found in him,

Philippians 3:7-9(NIV)

Thanks for joining us!

