



Thursday, December 10th

2:00pm

Gerónimo Vera: *Videogames, a quarantine explosive.*

The purpose of this research is to inform the reader, so he or she can see the reality of video games. This research states clearly and addresses the problem of how beneficial videogames are, both for the global economy and for the player, but despite this, the consumer must be prudent with the time it spends staring at the screen. The objective was to find out and investigate the history of this huge global tendency, that is getting bigger day after day. I researched through many websites, looking for different opinions and data to be as impartial as possible, trying to become as informed as it could be without taking a position, and then expressing my opinion.

The main results of the investigation were the discovery of the huge amount of incomes that the video games market creates, being an important input into the global economy. Besides that, I discovered that the act of playing is good to our health, as it liberates dopamine, a substance related to happiness. Despite that, there are some risks in mental and physical health when you abuse the time you are playing.

In conclusion, my answer to the main question or problem is that this trend is something that can make huge changes in the global economy, as it generates billions of dollars every year. But it also has physical consequences, because abusing it will cause damages to the person.