

## MYTH

### All teenagers know how to play video games

#### Looking at the actual numbers of teenagers playing video games in European countries

Research across the EU has showed that amongst children and teenagers an average of more than 70% of children and teens play video games (Ukiepedia, 2021). Although this is a high number, it doesn't necessarily mean that all teenagers know how to play video games. There are the players that choose only specific video games, and who might not be familiar with other genres and types of video games.

#### What type of video games are the most popular amongst teenagers?

The top games in Europe at the moment are action video games focused on battle fields and shooting tasks, such as the League of Legends, Call of Duty etc. (IFSE, 2021). These statistics, however, are changing yearly. For example, in 2020 the top selling video game was FIFA 21. Call of Duty was amongst the top video games of 2020 as well, but other games like Animal Crossing: New Horizons were also included in the 2020 top video games (IFSE, 2021).

#### What are the benefits of playing video games?

Playing video games has many benefits, including putting teens in charge of their affairs and providing networking opportunities, although teens are often unaware of these benefits when playing (iThrive Games, 2016). When used from an educational perspective, video games can help educators observe the skills and characteristics of their students to identify what they could improve (Gilboa, n.d.).

## How can educators introduce video games to students who are unfamiliar with video games?

Introducing video games to students who are unfamiliar with playing them is a very important step for using video games in education. Initially, educators should explain the story of the video game and its main characters and then move on to the more practical aspects of how to play the game. When someone is unfamiliar with playing video games, they will need more practice than the students who already have experience with playing video games. This is normal and the educator should explain to all the students that they should support and help each other in this process.

## REFERENCES

## References

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