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The Impact of Video Games on Society

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The term virtual reality today is a key object of research in various fields of knowledge, and at the same time it enters all spheres of life of a modern person through computer technology. Today, virtual reality technologies can almost completely replace the perception of reality.

Reality is all your experience and knowledge of the world. Virtual reality is a virtual world created with the help of hardware and software, transmitted to a person through touch, hearing, and also sight. It is the combination of all these influences on human feelings in the sum that is called the interactive world.

Virtual worlds are the reality, the key to which computer games are played by children and adults.

The game is a sphere of emotionally rich communication that unites people with different social status and professional experience [1].

Computer games are now gaining more and more popularity, almost all of them can be found on the Internet. Many people play computer games in order to escape from boring reality. Video games are constantly becoming more realistic and challenging. New styles and genres are appearing [2].

For immersion in the game world, for example, to feel fear and horror, the effect of presence was created. The effect of presence is when it seems to you that you have physically

moved somewhere. The main contribution to creating the effect of presence is provided by computer graphics.

The game world is an artificial universe, an imaginary place in which the events of the game take place. Most video games represent their game world with images and sound: images, animations, music, and audio effects. The game world can have culture, aesthetics, a set of moral values, and other aspects [3].

Most people play video games on a daily basis. This is a common pastime to pass the time, or to get special emotions. Since the games are incredibly various and anyone, if they wish, can find something to their liking. Games develop the speed of thinking, reaction and other things that are widely used in the gameplay. We must not forget about the existence of educational games. These are games that were originally created with the aim not so much to give pleasant sensations as to teach the player something new. However, despite the listed advantages, in society at the moment it is widely believed that games have a harmful effect on a person. Addiction, imbalance, and sometimes even suicide are all attributed to the influence of games. This is not to say that all this is an absolute lie, since such cases are actually registered. People are really easily influenced by games. And this is more dangerous for children. Most children are not able to control this temptation, as they live in the present day. They don't think about education and the future, they think that they can get a range of emotions right now with the help of games, and sometimes this desire absorbs them entirely. The responsibility of parents isn't to completely cut off access to games, but to control the condition of the child. After all, with proper control, one day the child will play enough, grow up and will already be able to estimate the necessary time for games on his own. But he may not completely stop playing games. But they will no longer pose any threat. Games will turn into a hobby. On the other

hand, a child who has been banned from playing all his life once in an older age can throw off the fetters of tight control and dive headlong into this world. At a time when his peers can already control their thirst for games, he will spend all his time avidly in them, that time that already needs to be spent on education and his future. Because of their strong influence, video games partly shape a person's personality type. And this type is strictly dependent on many factors. A person can completely lose communication skills, or develop them through communication with other players. He can be hot-tempered, but able to make quick decisions, like players of shooters, or be judicious and attentive, like players of various strategies. And there are many examples. So the conclusion is that video games need to be controlled, but not banned. For under the necessary conditions, they can bring up the extremely strong sides of a person.

The practical significance of computer games has a significant impact on the attitude, worldview of a modern person, they become not only objects of cultural leisure, but also a new professional activity.

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