Essay

Topic → "The effects of VR on children's psychological development"

→ Psycological

Psychosocial ↳ Addiction → gaming disorders, prosocial and social behaviour, isolation

Cognitive ↳ Distinguish real world from simulated reality
Car example

↳ Despite this, VR is a great stimulant for learning and has been proved to impact positevily the learning outcomes and help with learning disabilities in children

↳ Inability to think rationaly when presented with virtual scenarios, resulting in partaking in activities that result in psycologically and even sometimes physically damaging effects

↳ Ex.: - Social media challenges
– VR chat abuse

Introduction → ?

Solution #1 P1: Addiction and isolation → resulting in social and psycological disorders such as anxiety and depression

+ Example P2: Despite this, education through gaming has shown a lot of potencial in helping children understand concepts more easily and even aiding minors with learning disabilities.

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Solution #3 P3: VR may pose a risk for children when trying to distinguish reality and a simulated one. This could be a concern when it comes to exposing kids to dangerous and/or physically damaging scenarios, where children wouldn't get the full extent of such risky acts in real life and their terrific consequences. For example: Crossing the road and being hit by a car.

This could result in adults with lack of perception to analyse and make sensible predictions and decisions in real-life scenarios. Moreover, it could lead to accidents.

Solution #4 **P4:** VR could encourage children to make decisions that shouldn't and shown scenarios even be presented to them at such a young age. Technology nowadays is especially notorious for its lack of censorship and control when it comes to children (at least in the west). We can see this happening in social media through dangerous challenges , cyberbullying and abuse.

- 1st Example: Archie who died after doing a tiktok challenge
- 2nd Example: VR chat sexual abuse
  - ↳ I will probably not include this example since it would take too much effort that I want to put on getting this point accross.
    - ↳ + it would
    - be too long
    - + deviate attention
    - from main point

Solution #4 ↳ There needs to be control over what platforms are available for children. This would provide them with a safe space for them to florish as individuals without having to remove completely the benefits these platforms can have. Such as social interaction and cooperation , as well as a platform to promote knowledge appropriate fun activities.

Solution #3 → Educate children and limit some virtual scenarios. This could result in maximasing the potencial of educating children, mentioned in the last point, while addressing the risks now so that we can fully make the most of this technology in a safe environment

Solution #1 → Provide time limits that correspond to the age of the user. Also teach about healthy VR usage in schools / at home. Limit how addictive the games are, espicially for young children.

↳

    Followed by paragraph 2 (of the arguments section), where
* I will focus on the pros of implementing VR/VR gaming in education.

P1→ VR gaming is a growing industry that is attracting a lot of new users, many of which are young folk.
   As with many games outside VR there is a big

P2.→ VR has become increasingly more imersive over the last few years. The technologies themselves as well as the graphics are now more developed than ever. Moreover, there are more scenarios and games you can experience.

P3. Nowadays, everyone has an unimaginable access to information on the internet, from almost infinite sources of information, to social exposure and interaction, especially through social media.

P1→ VR gaming is getting better
As in already existing games there are many issues that affect young people. This could be an issue in VR gaming that would be amplified by the sense of imersion

P1: - Gaming industry is constantly getting better.

- VR introduces new possibilities such as immersion and more realistic graphics
- However, we have to be aware of the risks this new way of entertainment might have on young people.
- One of the biggest side effects of gaming in today's world is the growing isolation that leads to psychological problems such as anxiety and depression "example". This will only get amplified by VR due to the lack of sunlight which could affect children's circadian rhythm and therefore their development and performance in their daily lives. Mention addiction