

Online Gamers Perform Better in School

VOCABULARY WORDS

1. Conclude /kən'klōd/ bring (something) to an end.
Example: The scientists conclude their study with these words.
2. Correlate /'kôrə,lāt/ have a mutual relationship or connection, in which one thing affects or depends on another.
Example: The study found that success in the educational system correlates highly with class.
3. Outdated /,out'dādəd/ out of date; old fashioned.
Example: The technology that they're using at the office is outdated.
4. Correspond /,kôrə'spänd, kərə'spänd/ have a close similarity; match or agree almost exactly.
Example: Her version of that meeting does not correspond with what I remember.
5. Conversely /kən'vərslē, 'kän,vərslē/ in a contrary or opposite way
Example: You say the photo is a fake. Conversely, the photographer claims it's real.



Maybe video games aren't so bad after all. A new study shows that teenagers who regularly played games online improved their school test scores. However, social media use was damaging to exam results. The study was from Australia's RMIT University.

Researchers analyzed the online activities of over 12,000 15-year-olds worldwide. It looked at their math, reading and science scores. Researcher professor Alberto Posso

concluded that: "Skills associated with online gaming **correlate** positively with general knowledge and skills tests in math, reading, and science."

Critics suggest the findings may not be relevant today as the games are now **outdated**. Education expert Nicola Johnson said: "While [this study] should make headlines, you have to say it's not really a reflection of current practice."

However, she did say children could learn useful skills while gaming. She said: "Many games involve a lot of strategizing, problem solving [and] goal setting to obtain more skills." She added this, "would of course seemingly **correspond** with achievement and learning." **Conversely**, students who used social media a lot scored 20 points less on math tests.

DISCUSSION

1. Why are online games so popular?
2. Are physical games better than online games?
3. What are the dangers of online games?
4. Should gaming be part of the school curriculum?
5. How could games be improved to help learning?