Group 1

Depending on the interests of the manufacturer, video games can also be used as propaganda. The competitive or violent nature of the game can induce an attitude of "us against them", which fuels nationalist or xenophobic attitudes.

Depending on the theme of the game and the attention to detail, some games may "rewrite history" by presenting distorted approaches to the past. Thus, some strategy or war-themed games may offer the opportunity to "change the outcome" of the past, putting the player in the role of the Nazis in World War II or in the position of terrorists seeking to provoke an attack.

The simulator of war or armed violence can make the player no longer aware of the real consequences (loss of human lives) of the simulated action. In addition, the passion of some for war simulator games can be used as a propaganda and recruitment tool both by some states and by terrorist groups.

Some children no longer participate in team sports, but play sports simulation games (football games, basketball, etc.), which exposes them, in addition to lack of physical movement, to social isolation. Thus, they no longer benefit from the social and psychological advantages of direct interaction with other children. Even if these games are played "online" or on the Internet, with real opponents, the intermediation of the computer makes the interaction inefficient.

Group 2

Over 60% of the world's population wears glasses or contact lenses, the impact of screens being an aggravating cause. Prolonged looking at the screens also affects sleep, the brain "forgetting" that it has darkened outside.

 Other health problems caused by the prolonged use of laptop, phone, tablet technology are the defective position of the spine and the tightening of the muscles for extended periods of time, as well as the fact that the players sit still and almost still for hours. Lack of exercise is an increasingly serious problem, not only for children but also for adults, which can lead to obesity, muscle and skeletal problems and, in general, deteriorating
.

Group 3

The popularity of video games has turned them, from a means of entertainment and a hobby, into a real "culture". In some countries, video games are increasingly being studied in colleges and research institutes because they can help uncover how the human brain thinks, processes reflexes, and even develops during and after childhood.

 In a constantly changing world, many of today's professions will be completely changed by new technological developments. Even if they are not replaced, they

will increasingly rely on technological "tools". Children's natural curiosity and openness to new things can help them keep up with technological discoveries from school age, so as not to face their ignorance later. The role of simulators (equipment and programs that mimic an activity) is to stimulate imagination, creativity and to "train" children, but also adults for different fields and professions (architect, engineer, builder, etc.). The advantage of these simulators is that they are interactive, able to respond as naturally as possible to commands and that the command options are clear and simple.