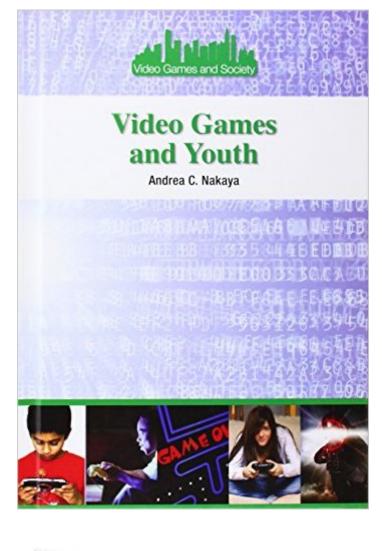
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Video Games And Youth (Video Games And Society)





Synopsis

Research shows that video game play is widespread among youth, with more than 90 percent of Americans ages two to seventeen playing games. Some people believe games have the potential to be powerful tools for learning and social development, while others worry that game play is detrimental to both mental and physical health. These are among the issues covered in Video Games and Youth.

Book Information

Series: Video Games and Society Hardcover: 80 pages Publisher: Referencepoint Press (August 2014) Language: English ISBN-10: 1601527500 ISBN-13: 978-1601527509 Product Dimensions: 0.5 x 6.8 x 9.8 inches Shipping Weight: 11.4 ounces (View shipping rates and policies) Average Customer Review: Be the first to review this item Best Sellers Rank: #3,359,550 in Books (See Top 100 in Books) #53 in Books > Teens > Hobbies & Games > Games & Activities > Computer & Video Games #586 in Books > Children's Books > Activities, Crafts & Games > Games > Video & Electronic Age Range: 12 - 17 years Grade Level: 7 - 12

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