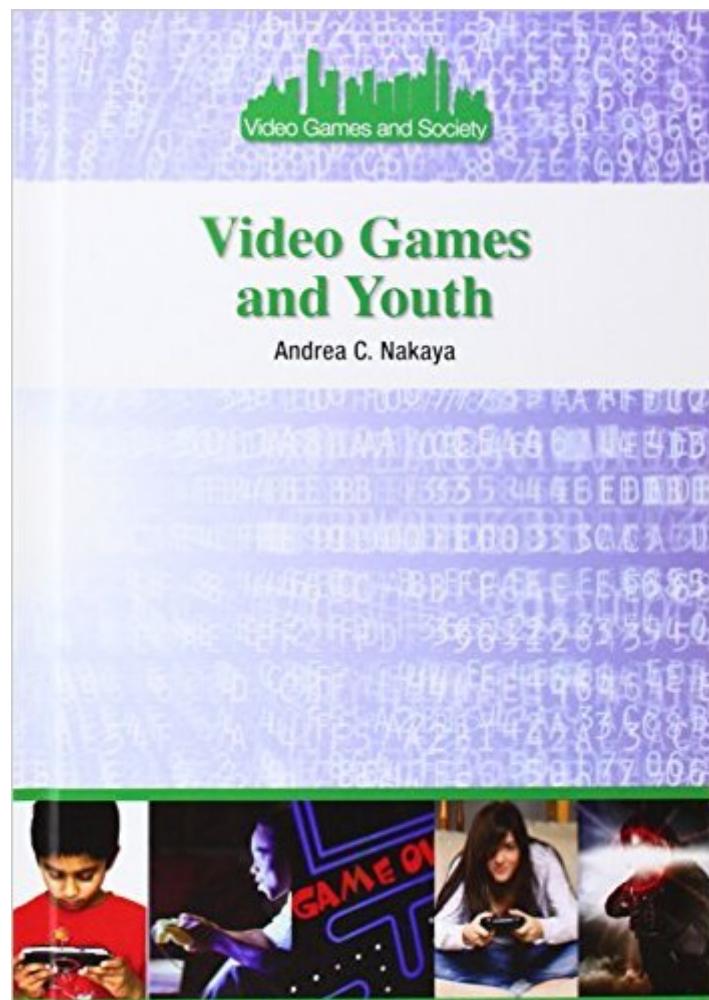


The book was found

# 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

[Download to continue reading...](#)

Video Games and Youth (Video Games and Society) How Do Video Games Affect Society? (Video Games and Society) Video Games, Violence, and Crime (Video Games and Society) The History of Video Games (Video Games and Society) A Different Way of Seeing: Youth With Visual Impairments and Blindness (Youth With Special Needs) Youth Ministry in the 21st Century: Five Views (Youth, Family, and Culture) Sustainable Youth Ministry: Why Most Youth Ministry Doesn't Last and What Your Church Can Do About It Adoptive Youth Ministry: Integrating Emerging Generations into the Family of Faith (Youth, Family, and Culture) Runaway Train: Youth With Emotional Disturbance (Youth With Special Needs) My Youth Romantic Comedy Is Wrong, As I Expected @ comic, Vol. 2 - manga (My Youth Romantic Comedy Is Wrong, As I Expected @ comic (manga)) Why Can't I Learn Like Everyone Else: Youth With Learning Disabilities (Youth With

Special Needs) A House Between Homes: Youth in the Foster Care System (Youth with Special Needs) Somebody Hear Me Crying: Youth in Protective Services: Youth with Special Needs Purpose Driven Youth Ministry: 9 Essential Foundations for Healthy Growth (Youth Specialties (Paperback)) Video Marketing Profits: How to Make a Living Selling Affiliate Products & Playing Video Games Online (2 in 1 bundle) Video Games and Storytelling: Reading Games and Playing Books An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution Horse Games & Puzzles: 102 Brainteasers, Word Games, Jokes & Riddles, Picture Puzzlers, Matches & Logic Tests for Horse-Loving Kids (Storey's Games & Puzzles) Wee Sing Games, Games, Games On the Spot, No-Prep Games for Youth Ministry

[Dmca](#)