

Poster Presentation ES

**VIRTUAL REALITY: THE ADVANTAGES AND DISADVANTAGES OF VIDEO  
GAME PLAY ON STUDENTS' LEARNING**

Joanna Baffes and Ana Floriani\*

Educational Studies Department, Illinois Wesleyan University

Technology is constantly advancing and has evolved to become significant to many aspects of daily life. Video and computer games are dominating the technological world and are particularly prominent in the lives of adolescents. In today's society, children are also using technology and video games at increasing rates. This study examines the advantages and disadvantages of implementing video game play in elementary classrooms, specifically as it affects academic achievement. Research has shown that children are spending large amounts of time video gaming at home, but video gaming is uncommon within the classroom setting. Some studies have shown that teachers who include educational video game play in their curriculums have found positive results in their students' learning and academic achievement. Others have examined the negative results of video game play such as attention problems and increases in bad, and sometimes violent, behaviors. This paper explores both perspectives and describes the relationship between children and video game play and the effects this relationship has on students' learning.