

Synthesis Essay Sample

We all have a son, a daughter, a cousin or a nephew that loves video games. One of the largest and most influential fields of media on the younger generation has been the gaming industry. Recent generations have grown up as the technology developed from Atari to Nintendo to Playstation to XBOX and now to Wii and PS3. With each advance in technology has come the advent of a new world of possibilities, although the focus has primarily been on entertainment. We now have such a multitude of choices available for our consumer purchase from choose-your-own-adventures in a Greek mythology, to playing an infantryman in World War II, to playing a sport like tennis or bowling. The relative pros and cons of our love affair with video gaming have been mulled over since the advent of their creation; we've heard everything from the old curmudgeon saying that they'll rot your brains to research showing they might actually contribute to hand-eye coordination and reasoning skills. The time has come to take it a step further and engage even more youth in many of the fields that they have been lacking interest in; in other words: let's use video games for scientific education.

Science education should be taught to youth through the use of interactive gaming to help further their understanding and proactively involve them in the learning process. We will see an upswing in future scientists if we use genre specific video games to engage youth in the fields of science and math.

If our future depends on science and math, we will need countless numbers of youth to develop an interest in those fields in order to continue to gain a greater understanding of the world around us and invent ever more complex technological advances. So how do we get kids to enroll in Math 101 and Science 203? We get them excited about it and we teach them the skills relevant to those areas. The first part may seem obvious, but if you've ever tried to garner the attention of a seven year old you know just how difficult a task it can actually be. We find a parallel to the previous generation in the essay "Launching the Right Stuff" by Neil DeGrasse Tyson in the collection *Science and Society*. Mr. Tyson details the great upswing in the fields of technology following the space programs of the 1960's in America as he debates the merits of humans versus robots in space travel. He mentions the penultimate example of the personal computer or PC which was invented by two men who were teenagers during the great space race. "The PC did not arise from the mind of a banker or artist or professional athlete" Mr. Tyson details, "It was invented and developed by a technically trained workforce, who had responded to the dream unfurled before them, and were thrilled to become scientists and engineers" (224). We need to excite a whole new generation of children in that same way and what a perfect parallel this provides since the PC and its evolutionary cousin, the video gaming system, is the model education solution.

We need to speak the language of kids in order to get their attention and hold it. Their language of choice is binary code, html or Java. Education has always been the cornerstone of creating scientific advance in society, and we've always had dreamers asking the right questions in order to make scientific advances, but in order to create a widely accepted belief and move up the whole level of society we need to teach everyone and approach them in an appealing way. According to the Entertainment Software Association, from the website womengamers.com, "65% of American households play video games" and not only that, but "63% of parents believe games are a positive part in their children's lives" (Atari).