

# "Oh that's a Good Idea": Parents in the United States Respond To China Screen Time Ban

Content of the article Raleigh Smith Duttweiler was folding laundry in her Ohio home, her three children playing the video game Minecraft upstairs, when she saw an NPR report about new rules in China that prohibit teens and children under 18 from playing video games for more than three hours each week.

Duttweiler, an employee of the department of public relations at a non-profit, recalls thinking, "Oh, that is an idea." "My American gut instinct: This is a bit of an infringement of rights, and you shouldn't be able to dictate what we do in our own homes.

"Oh, that's an awesome idea servers ...': U.S.

Content of the article "On the other hand, it's not especially healthy for children to play in the same way that my own children do. And I do think it would be more simple to shut off the device if it wasn't just fighting with Mommy and saying , 'Well, police said it. '"

Content of the article Duttweiler, like many other families, was shocked Monday by the announcement of a country's strict social intervention. This was a measure regulators felt was needed to stop the growing dependence on "spiritual opioids". It also highlights the challenge of limiting the use of video games at home, particularly during the time of the pandemic.

China's regulator said that the new rules were a response to the growing concern about games affecting children's mental and physical health. This fear was echoed by experts and parents in the United States.

Content of the article Paul Morgan, father of two teenagers, and Penn State professor who studies electronic devices, has reservations in the ban, but acknowledges the challenges of controlling screen time for children. Morgan stated that electronic devices are "ubiquitous". "It's really difficult to keep children away."

However, Morgan states that negative effects of screen time are noticeable for heavy users, possibly because of the fact that they are able to block out things like exercise or sleeping. The ban does not address social media use which is believed to be especially harmful for girls. Some groups including students with disabilities, may benefit from the social interactions provided by video games.

Shira Weiss, an American publicist working for technology clients including a video game

company, believes in the value of games that keep her twin 12-year-old sons connected to their peers, but would like to better limit how often they play the more violent games.

Article content Weiss stated that she believes the Chinese rules were a good idea. "You're still saying "Play video games," but you're only setting limits." She joked: "Can they come here to impose that restriction on my house?"

Michael Gural-Maiello, a business development manager in an engineering firm has an 11-year-old son. He believes that parents should control their children's gaming habits.

Gural-Maiello said that governments do not have the right to dictate to parents how their children should spend their time. "China has a poor track record in technology. I'd be far more worried about my son using apps that originate in China that collect data than I am about playing Mario Kart." (Reporting by Helen Coster in New York Editing by Sandra Maler)