

Is Minecraft Good For Kids?

Is Minecraft bad for kids?

If you have kids over five, you are familiar with Mojang's online game "Minecraft." Is Minecraft suitable for children or bad? It is all dependent on.

You have probably dropped a few buzzwords like "Steve," "Creepers," "Baby Zombie Pigman" in an effort to pretend you have been listening when your young "Minecraft" fan prattled on about a mod or whatever-it's-called. You might have had an enticing brown and green cupcake at a birthday party, and later you realized the theme was at work.

MINECRAFT SERVERS

You've probably demanded that your child quit the game. Perhaps, you even you've demanded it. Then, possibly, you hid the "Minecraft"-supplying device after all kinds of ultimatums (yours) and loud protestations (your kids') and went to bed that night still cursing the "Minecraft" name under your breath.

If you was able to get past all this, please share your secrets.

What is "Minecraft"?

"Minecraft" can be played as a single or multi-player game for both single and multiple players. It lets children create their own worlds using pets, homes and other resources. There are even enemies that might be sneaking up on them at the night to attack.

With 200 million registered users and a reported sales of 176 million copies globally, "Minecraft" is an international phenomenon.

Is "Minecraft" bad for kids?

Are they handing them the keys to an area that could become "Lord of the Flies" in the wrong hands?

"Minecraft" is an online Lego game Dr. Deborah Gilboa, a parenting and child development expert, told TODAY Parents. "Could an individual child go to rogue in the game, make something inappropriate, or focus on gore and destruction? It's possible.

"But that's not the purpose or the primary goal of the game," she said, "and the majority of 'Minecraft' games help kids be more creative, increase their cognitive flexibility and working memory and allow them to be proud of their geeky skills."

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The game itself isn't all bad. NBC News even used it to help explain who owns the moon at one point. But what about all that screen-time?

Be assured, parents An analysis conducted in 2017 by the Oxford Internet Institute (Centre for Child Development) found that the American Academy of Pediatrics guidelines for managing screen time for children could be alarmist or misguided.

'Minecraft' sells 5 million copies on Xbox Live

While the AAP recommends restricting screen time for children to 1-2 hours a day but the Oxford study discovered that moderate use of screens beyond the AAP's recommended limits could actually be beneficial to the well-being of children.

"If anything our findings suggest that the wider family context, including how parents decide on rules regarding screen time and if they're actively engaged in exploring the digital world together are more important than the raw screen time," lead author Dr. Andrew Przybylski of the Oxford Internet Institute wrote in the paper. "Future research should focus on how digital devices are utilized by parents or caregivers and how they can be turned into a social experience that can affect children's psychological well-being, their curiosity and the bonds that are formed with the caregivers."

Although these findings could be comforting, they do not address the issue of teaching children to manage their real and virtual worlds. Perhaps if we were to enroll them in schools that they could attend with their "Minecraft" mods, our kids would show more enthusiasm for math assignments?