

INTERNET RISKS

**ARE VIDEOGAMES
EDUCATIONAL OR NON-
EDUCATIONAL?**



**ARE SOCIAL MEDIAS
OK?**

**PRISONERS
IN A ROOM**



ARE VIDEOGAMES EDUCATIONAL OR NON-EDUCATIONAL?

The journalist Aldo Calluzzo once said: "Videogames risk turning our children into alienated individuals." In response to that, the director of VIGAMUS - The Videogame Museum of Rome - argued: "It's an interactive multimedia experience."

A while back, Aldo Calluzzo wrote an article titled "We Need to Find a Vaccine for Electronic Games" on the pages of the online blog 'Io Donna'. He accused videogames of alienating children, distracting them from studying and reading.



According to him, electronic games are the main menace of childhood and adolescence today, with some being harmless but the majority being violent, racist, and negative. But, is Mr. Calluzzo totally right about that?

Videogames are a medium, much like literature, theater, cinema, or comics. Take "Assassin's Creed," for example - it's set in Florence and teaches you about history while you play. And games like "Among Us" teach players the importance of trust and strategy, while others like "Call of Duty" and "Brawl Stars" offer opportunities for socializing and teamwork among friends. And get this - you can even make money playing videogames! There are huge tournaments for games like Brawl Stars, Clash of Clans, Clash Royale, Fortnite, and Call of Duty. Some kids even become game developers when they grow up because they love games so much! So, are videogames really all that bad and non-educational? Nope! They're just another way to have fun and learn new things. Instead of condemning them, we need to look on their potential benefits and positive aspects, like their capacity to entertain, educate, and even inspire.

Let's focus on using them responsibly and enjoying all the cool stuff they have to offer!



PHOTO OF THE ITALIAN TEAM "REPLY TOTEM" WINNING THE QUALIFICATION FOR THE WORLD CUP (BRAWLSTARS 2023), WITH A PRIZE OF \$ 2 MILLION

ARE SOCIAL MEDIAS OK?

Every day, teenagers use social media to post pictures and videos of themselves or to message people, sometimes even those they don't know. In this scenario, how can we ensure responsible use of social media?

In a middle school in Latina, about 10 kids are under investigation for digitally altering images of 5 students and one teacher, effectively "virtually" undressing them. These kids used photo montage apps to create fake images of the girls and then spread them on various social media platforms, including WhatsApp groups, Instagram, Twitter, Facebook, and others. Sadly, the kids seemed unaware of the gravity of the situation, viewing it as a joke. However, for the affected girls, it was a devastating experience that affected their lives.



Today, social media are often misused because users fail to recognize the potential dangers of their actions. It's crucial to understand that not everything we post online is safe, and it can have serious consequences for both ourselves and the people we care about. To prevent such misuse, we should always seek permission before taking someone's picture, avoid posting photos revealing our home or location, refrain from using all caps (capital letters) in messages as it may be interpreted as aggression, share photos or videos only with people we know, and avoid posting hurtful comments on social media.

Social media platforms are intended to share special moments of our lives with others, not to spread negativity or hurtful content. Unfortunately, many people fail to grasp the destructive potential of misusing social media, which can lead to ruining lives. Therefore, it's essential to think carefully before posting anything online.

By promoting responsible social media use and fostering a culture of empathy and respect online, we can create a safer and more positive digital environment for everyone.



PRISONERS IN A ROOM

These are young people between the ages of 15 and 25. They don't study, they don't work, they don't go outside, they don't have any friends and, and if any friendships remain, they are often maintained solely through virtual means. They sleep during the day, staying awake at night to avoid witnessing the lives of others. They are called Hikikomori, adolescents who choose social retreat by isolating themselves in a room and using the Internet.



Hikikomori is a Japanese term that translates as "I withdraw" and is often used to describe adolescents who withdraw to immerse themselves in the world of the web, limiting contact with the outside world.

Today, more than 615,000 people have been unable to resume their social lives. Some have even resorted to extreme measures. The causes of this social isolation are various: prejudices, bullying, high expectations from adults, losses of loved ones which generate in adolescents the perception of not being able to cope.

So, what can be done? In addition to psychological therapy, providing adolescents with alternative social spaces outside their bedrooms and the internet is crucial. This helps them feel welcomed and less ashamed of their vulnerability, promoting social reintegration.

