

Research: Video games help with creativity in boys and girls

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USA Today:

Here's another reason to include The Legend of Zelda: Skyward Sword on those holiday shopping lists: children who play video games are more creative.

That finding, thought to be the first demonstration of a relationship between technology use and creativity, comes from a new study of nearly 500 12-year-olds in Michigan, conducted by researchers at Michigan State University's Children and Technology Project. Already published online, the study is expected to be included in the March 2012 issue of the journal *Computers in Human Behavior*.

The children were given creative thinking tests – shown a drawing and asked to expand on it or comment on what it means – and then asked about their use of cellphones, computers, the Internet and video games. Only with video games was there a correlation to creativity, the researchers say, and that was true for boys and girls, and across all races.

Read the whole story: [USA Today](#)