

Video games produce a mixed report card for classroom skills

February 28, 2011

The Kansas City Star:

He's only 9, so Michael Kelly's analysis of what video games are doing to kids' schooling is more instinct than all the new academic talk out there.

"Picture that I'm Mario," he begins.

After some hand-on-chin pondering, the third-grader is shaping an idea how all those hours he spends leaping walls, escaping lava and rescuing princesses as Super Mario just might be making him a better student.

Read the whole story: [*The Kansas City Star*](#)

