

# PONG

PLAY







GAME  
&  
WATCH

Nintendo



◀ LEFT

PARACHUTE



WIDE SCREEN



GAME A



ALARM



GAME B



ACL

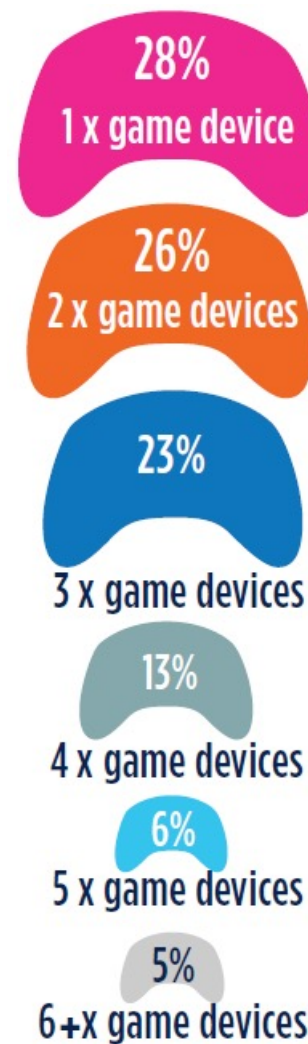


TIME



RIGHT ▶

**72%** Households  
**HAVE MORE THAN 1 DEVICE**







**Australian Video Game  
Total Industry Value 2018**

**\$4.029 BILLION**

2 out of 3 Australians  
PLAY  
VIDEO GAMES

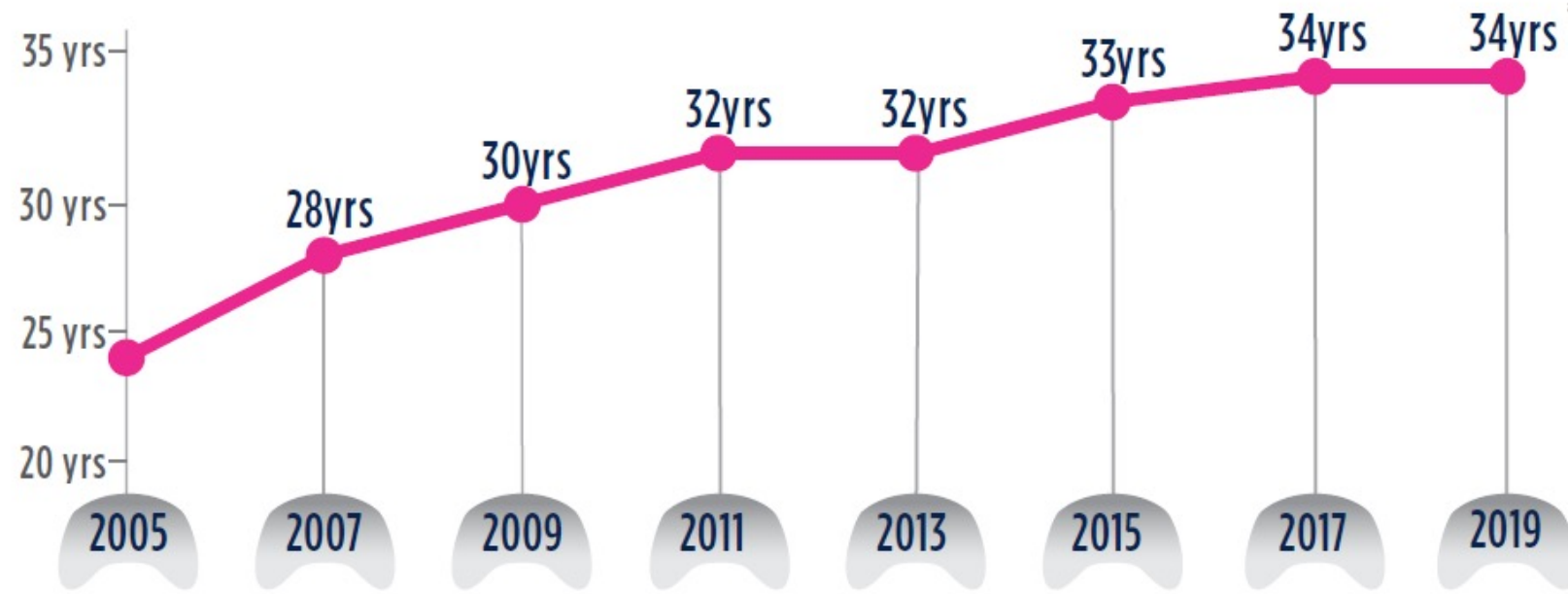


+++ Player Proportions within ABS Age Groups (%) +++

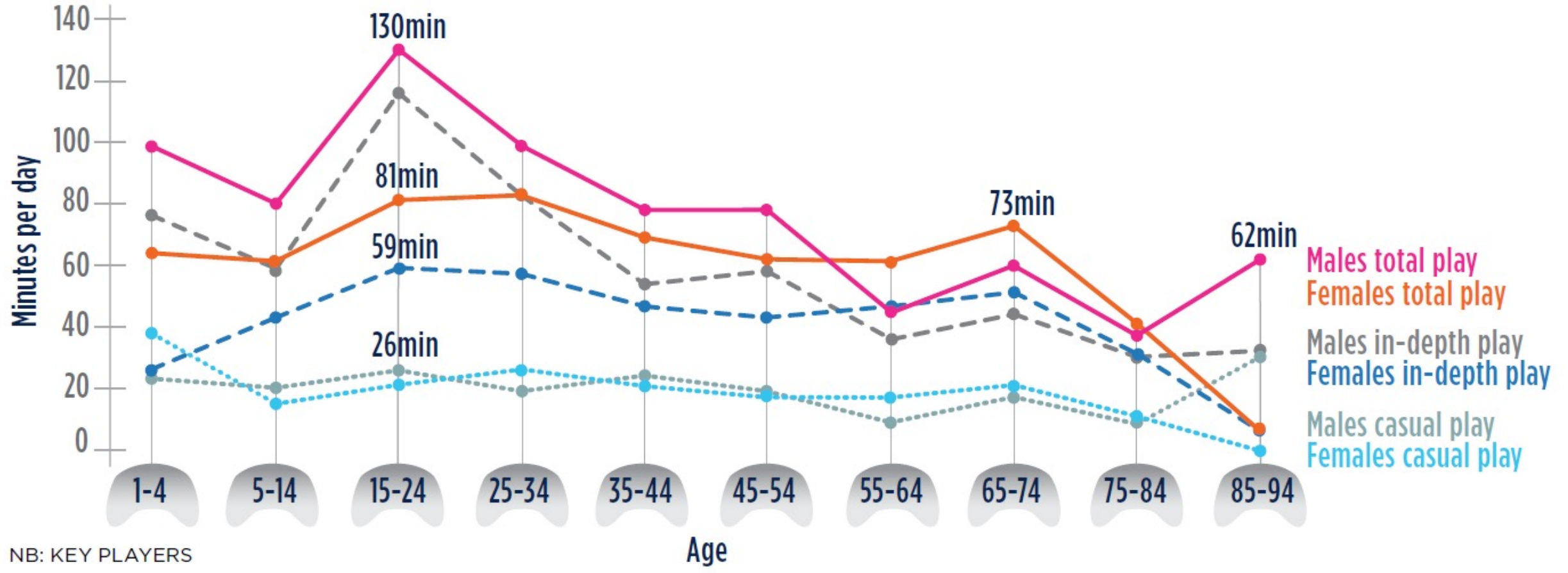




+++ Player Age Over Time +++



## +++ Total Play Time by Age and Gender +++





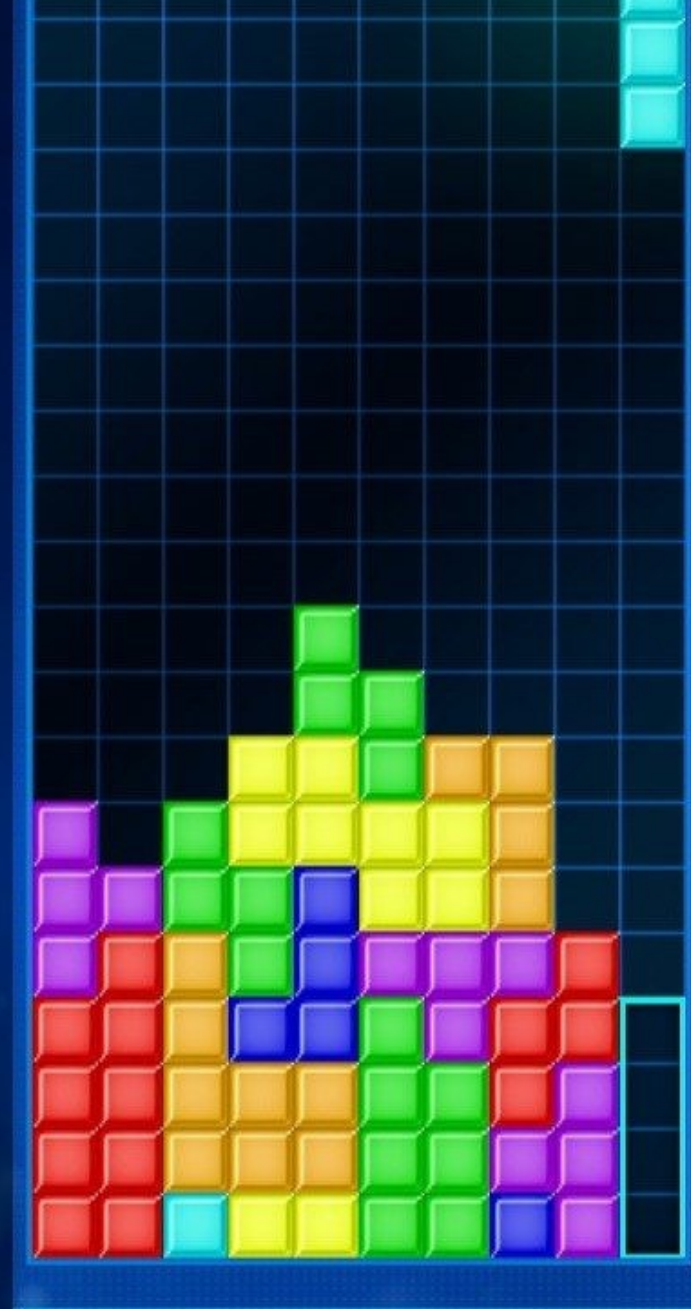
**Why do you  
play video games?**

***...for the thrill***

LEVEL

1

LINES TO CLEAR 4



SCORE

1907

NEXT BEST  
q-dca94680-US-en  
5244







***...for the  
mystery***

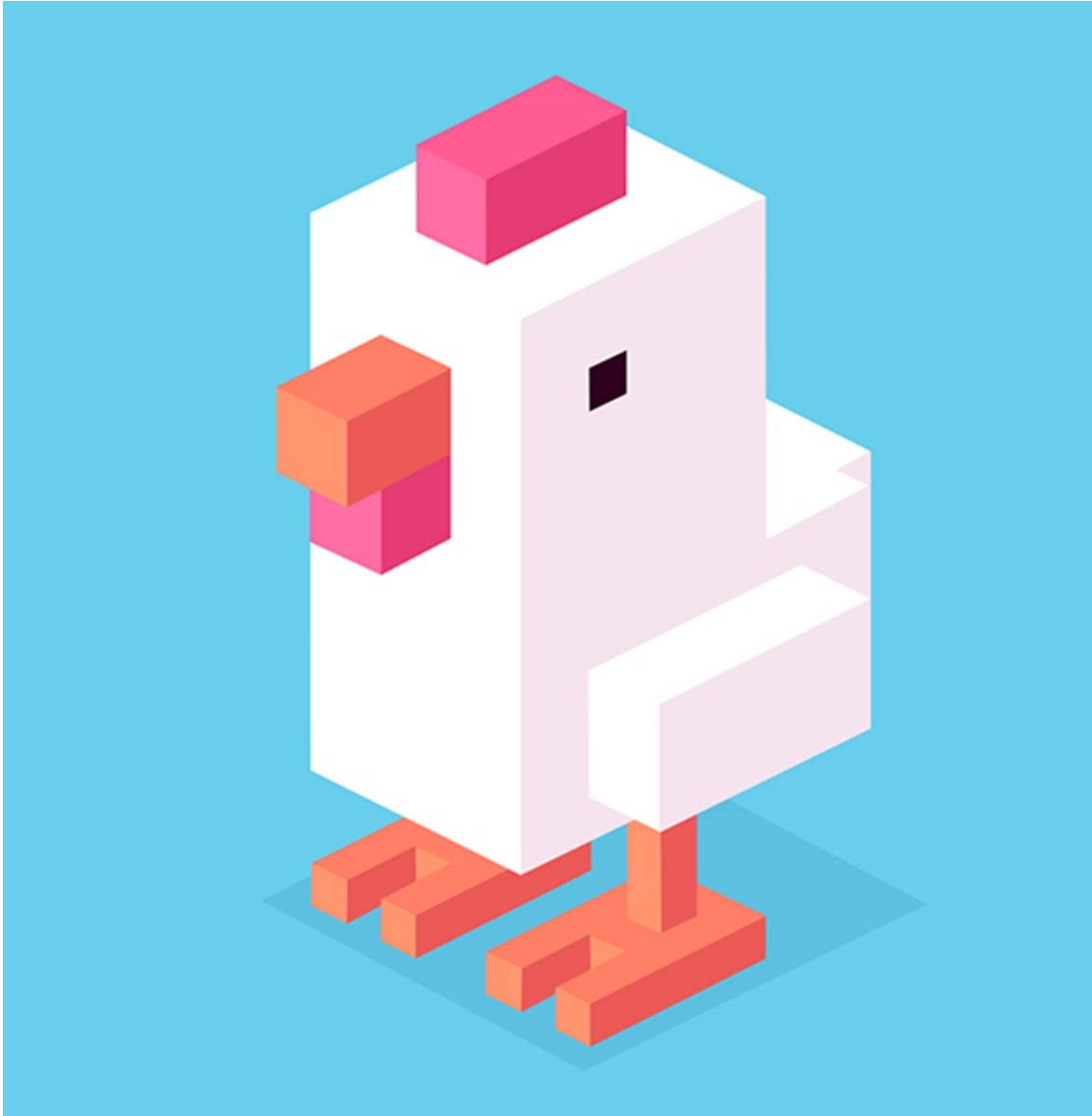


***...for the competition***



***...for the  
money***





***...when bored***





***...for the  
diversion***



***...forced upon***

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A photograph of four children (three girls and one boy) sitting around a light-colored wooden table, focused on using tablets. The child on the far left is a girl with dark hair in a red shirt, interacting with a tablet in a blue case. Next to her is a boy in a grey patterned shirt looking at a tablet. In the center is a boy in a blue and white checkered shirt, also looking at a tablet. On the right is a girl with long dark hair in a white and pink striped shirt, pointing at a tablet. The background is slightly blurred, showing a classroom or library setting. Overlaid on the center of the image is the text "...for social interactions" in a white, bold, italicized sans-serif font, with a thin white horizontal line underneath it.

***...for social interactions***

**Acknowledge that the twenty-first  
century is dominated by  
entertainment.**



**Acknowledge that not all  
entertainment is bad, and that some  
can be of spiritual benefit outside of  
the basic rest and relaxation it  
provides.**

**Acknowledge that the desire for  
entertainment is inherent to all  
humans and that Scripture affirms  
this desire when exercised properly.**

**Acknowledge that the desire for  
entertainment must always has as its  
corollary the extent of our desire for  
the Kingdom of God.**

# **Question #1: Will the video game edify me in some way?**

“I have the right to do anything,” you say—but not everything is beneficial. “I have the right to do anything”—but not everything is constructive. 1 Cor. 10:23



## **Question #2: What are my eyes taking in?**

I will not look with approval  
on anything that is vile.

I hate what faithless people do;  
I will have no part in it. Ps. 101:3

## **Question #3: Does it hinder good works?**

Therefore, my dear brothers and sisters,  
stand firm. Let nothing move you.

Always give yourselves fully to the work  
of the Lord, because you know that  
your labor in the Lord is not in vain.

1 Cor. 15:58

# **Question 4: Is evil present and obvious?**

...reject every kind of evil. 1 Thess. 5:22