# Article information:

“올바르게, 현명하게” 4차 산업혁명 시대 게임 제대로 즐기는 법 - 매일경제
<https://www.mk.co.kr/news/it/10619439>

# Article summary:

1. Gamification is a system that combines game mechanisms such as immediate feedback and rewards with various systems such as education and marketing to increase user immersion.

2. Game literacy is an essential capability to properly understand and utilize games in the era of the 4th industrial revolution.

3. Parents should take responsibility for teaching their children about games, and use it as an opportunity to educate and train them.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article “올바르게, 현명하게” 4차 산업혁명 시대 게임 제대로 즐기는 법 - 매일경제” provides a comprehensive overview of the importance of game literacy in the era of the 4th Industrial Revolution. The article does a good job of presenting both sides of the argument, noting both the potential benefits and risks associated with playing video games. However, there are some areas where more information could be provided. For example, while the article mentions that medical students who regularly played games had fewer errors and performed faster in laparoscopic surgery than college students who did not play games, it does not provide any evidence or sources to back up this claim. Additionally, while the article mentions that parents should take responsibility for teaching their children about games, it does not provide any specific advice on how to do so or what topics should be covered when teaching game literacy. Furthermore, while the article mentions that “The willpower cultivated in adolescence can be applied to other social areas as well”, it does not provide any evidence or examples of how this has been done in practice. In conclusion, while this article provides a comprehensive overview of game literacy in the era of the 4th Industrial Revolution, more evidence and sources could be provided to back up its claims and further explore its implications for parents teaching their children about games.

# Topics for further research:

* “Game literacy education for parents”
* “Impact of video games on medical students”
* “Willpower development in adolescents”
* “Laparoscopic surgery performance”
* “Game literacy in the 4th Industrial Revolution”
* “Benefits and risks of video games”

# Report location:

<https://www.fullpicture.app/item/fd6e636c5ac626b9e30baf73e7194bf8>