

Video game items can cost more than your car!

Video games these days seem to rely on how much money you have, not the amount of skill. The market for micro transactions is booming with the estimated revenue at more than \$90 billion US dollars.

A first-person shooter game by the name of Counter Strike: Global Offensive, set the trend with its purchasable crates which, when opened, gives you a skin for a weapon in game. One skin for a knife was sold for 100,000 US dollars, most likely more than your car. A very popular game among teens, GTA 5, brought in more than \$500 million just with in-game purchases (Micro transactions).

The common belief that video games make people very aggressive is tackled by Whitney DeCamp who says that there is an insignificant link between violence and video games. He also said that aggressive people are attracted to aggressive games which may create the illusion that violence is created around video games. Video games can also be a way to let out anger through a virtual game instead of doing harm in real life.

by: Dylan and Josh