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## Danger babua video

From time to time, our editors and reviewers get the opportunity to perform stress and durability tests on the products that come in our laboratories. These five videos represent the most dangerous or devastating of the rigorous scientific tests we have come up with. Once you've checked out one of the videos, click the back button in your browser to get back to this page to see more technical products that take some penalties. 1. Digital Demolition: Hard Drive vs Flamethrower! In our digital demolition show, editor Chris Holt handled an external hard drive, ioSafe Solo, designed to withstand home disasters such as floods and fires. After dunking in a public fountain and a run-in with a 3,000-degree fire cannon, ioSafe could still deliver our data? 2. iPhone 3G Torture Tester In our second annual iPhone Stress Tester, Senior Editor Tim Moynihan applies a serious beating to the Apple iPhone 3G using keys, cereal, water, dish soap, city sidewalk, and a motorcycle. 3. Robust Dell Laptop Takes a Beating When Dell brought its new robust laptop, latitude E6400 XFR, into our offices for a demo, Senior Writer Darren Gladstone put it through a series of demanding tests. Watch as he grinds dirt into the keyboard, washes it off with a nozzle and drops it on the floor. 4. Digital demolition: Can a phone and camera withstand the Dunk test? The Olympus Stylus Tough-8000 point-and-shoot and Sanyo XP3 Quest rugged phone are meant to be tough. How tough? Sarah and Chris, PC World's Digital Demolition team, drop them, dunk them, evel, and drive one over with an SUV. Take a look to see if they survive. 5. iPod Nano Torture Tester What happens when you forget to take 4GB iPod Nano out of your pocket when throwing jeans in the laundry? What happens when you take Nano and shake it up with a bag of keys? What happens when you drop the bag and just, well, key it? PC World's Chip Taylor shows you the damage. Note: When you buy something after clicking on links in our articles, we can earn a small commission. Read our Partner Link Link Policy for more information. Shutterstock You may not mind if your child is playing video games, but you're probably wondering if there's any harm in letting her log so much time with the game console. We consulted child psychologists and video game experts to get the facts about how to help your child enjoy the benefits of video games while avoiding their potential pitfalls. 1. Games have ratings and consoles have parental control. The Entertainment Software Rating Board (ESRB) provides information about computer and video games, including a ranking system with categories ranging from EC (Early Childhood) to AO (Adults Only). Cheryl K. Olson, ScD, faculty member at Harvard Medical School and author of Grand Theft Childhood: The Surprising Truth About Violent Video Games and What Parents Can Do, recommends that parents bookmark the ESRB's Resources page, which links to the instructions for built-in gaming systems and computers. The site also has links to sites where kids can get game information, links to parent game review sites, and a ratings app, so parents can get more information about games while shopping. 2. But the rankings are not the only thing to take into account ... The ESRB information can be a useful starting point, but also assess your child's unique characteristics. The age-based assessment alone may not give parents enough information about whether a game is suitable for a particular teenager, Says Dr. Olson. Be sure to note a game description in addition to the rating. The descriptions may include things like Blood and Gore and Drug Reference. Dr. Olson also points out that while parents often pay attention to descriptions of violence and gore, texts and language are also important because children are more likely to copy bad language (and get into trouble) than to copy fantasy violence against zombies or aliens. The most important thing to keep in mind is how certain aspects of a game can affect your child's social and school behavior. When in doubt, Dr. Olson suggests parents rent the game first to see how your child reacts while playing it - or play it with them, if possible. 3. Supervision is key. The easiest thing a parent can do to manage children's media use is to get the gaming system, TV and computer out of their child's bedroom, Dr. Olson advises. If that's not convenient, then confiscate controllers before bed, and use parental controls to limit game time and access to mature games. Dr. Olson's research showed that children in middle school play games for hours, and play more age-old games, when they can play unattended in their bedrooms. But the main reason to monitor them is that the technology in the bedroom interferes with sleep, which greatly affects children's health and school success, she adds. 4. Household rules may also apply to technology. According to Dr. Olson, some children need more guidance than others; if your child consistently has trouble tearing himself away from a captivating game to do homework, consider limiting or banning games on school nights, and letting him play with friends on weekends. She also reminds parents to think about their own difficulty in distinguishing themselves with technology, such as smartphones and laptops, at night. Don't expect your kids to have more self-control than you do. Overuse can lead to attention problems. Research from the August 2010 issue of the journal Pediatrics found a link between children's TV and video game use and attention issues. Michael Wager, PhD, a psychologist in Thomasville, Georgia, notes that children and adolescents who have ADHD often get significant success experiences with video games and, their inattention to everything else around them, suggests an addiction. But they're just doing something fun that gives them the pleasure of a success experience — rather too often negative feedback. Dr. Wager stresses the importance of maintaining balance when it comes to game usage, regardless of the reason for the child's focus on playing. 6. Playing video games may not be related to inactivity. Contrary to the common notion that children's increased use of video games and other technology contributes to rising obesity rates, a new study from Michigan State University published in the January 2011 issue of Computers in Human Behavior found that technology use was not a predictor of BMI or body weight. Of course, inactivity is generally associated with weight problems, so be sure to help your child balance screen time with physical activity. Luckily, she can do both at the same time by playing fitness-related games on her Nintendo Wii or Xbox Kinect. In fact, a Kent State University study from May 2010 showed overweight and obese children were just as motivated to play the Wii as they were to play a sedentary video game. 7. Some children choose video games instead of social interaction. An Amsterdam study that also appeared in the January 2011 issue of Computers in Human Behavior found that some predictors of pathological gaming are problems with self-esteem and social competence, and that loneliness is both a predictor and a consequence of such gaming behavior. Pay special attention to potentially problematic gaming behavior in your child if he is struggling in these areas. Set reasonable limits and seek help for him if he needs to improve social or emotional skills. Felissa Goldstein, MD, a pediatric and adolescent psychiatrist at the Pediatric Neurodevelopmental Center at the Marcus Autism Center in Atlanta, advises parents to encourage their children to engage in two-player games, since social isolation develops from too much solo video games, she says. 8. There are games with hidden benefits. According to Dr. Goldstein, video games can help improve learning, problem-solving skills, coordination and fine motor skills. In a recent study from Cleveland State University, the main factors cited by children as motivation for playing video game were the challenge and thinking involved in the games. (The study also found that repetition is more commonly used in action games, while adventure games call more to children's imaginations.) Unfortunately, the ESRB system does not provide information about the positive benefits of games, or which games improve certain types of learning. For example, if you want to know which games sneak in a lot of reading (if your child is a reluctant reader) or require collaboration with others to solve problems (if your child can benefit from social skills practices), you may need to talk to other parents or make educated guesses from assessments, says Dr. Olson. This content is created and maintained by a third party and imported into this page to help users provide their email addresses. 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