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## Video games appeal to all

New technology brings new possibilities

By: Christy Miller

**B**etween Halo 2 and Grand Theft Auto, video games never failed to keep sophomores busy after school hours. Through the years, games evolved from basic blurred images of the Mario Brothers to the ability to talk verbally with one's opponents through Xbox Live. New games and new systems kept video game fanatics on their toes.

"My X-Box 360 is amazing. It was hard to get, but definitely worth the effort. It's awesome to have friends over to just hang out and play Halo," said **Reid McLean, 10**.

Halo 2, released in 2004, was the newest in a series of fighting games. It dominated the industry by providing amazing graphics and an addicting challenge.

Dance Dance Revolution, a craze that took over in arcades and even at home, never failed to get kids of all types

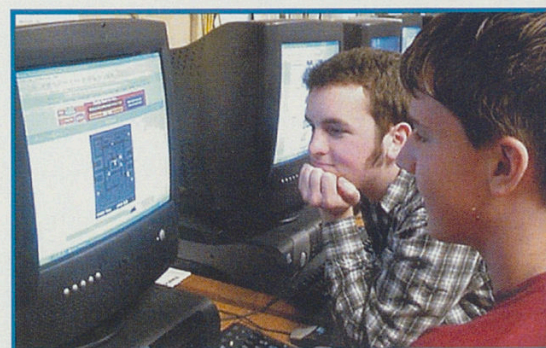
interested in learning the dictated dance steps.

"Dance Dance Revolution is a lot of fun. I love seeing the really good kids dance to it...they get so obsessed and memorize the moves," said **Hillary Moore, 10**.

Some websites were blocked to discourage kids from playing games during class.

"It should be okay to be able to play video games during study hall. If you don't have any work, teachers shouldn't care if you play a game online," said **Courtney Johnson, 10**.

Though changed, video games still held the qualities that made them popular with people of all ages. Quickly becoming the biggest and most addicting industry in entertainment, video games provided elements that never failed to catch the eyes of sophomores.



**Carter Roust, 10**, plays Pacman online during class while **Eric Gunter, 11**, watches. Video game play during school hours created such a problem that popular gaming websites were blocked. Games on the computer such as Counter Strike Force and Diablo II gave students something entertaining to do.