

The Playgrounds of Generation X



It isn't hard to notice that technology has consumed our society, and that many children seem to know more about electronics and video games than their parents. As the population continues to technologically evolve and the form of entertainment for children swirls around electronically enhanced toys and video games, playground manufacturers are starting to incorporate these aspects into commercial playground equipment. More and more playgrounds are popping up with electronic interactive components in an attempt to draw in a more diverse age group and population of children.

There seems to be mixed reviews on this subject, as to whether these playgrounds are beneficial for children or not. It appears that there is a good number of people who are thrilled about the advancements in playgrounds and believe they may have more benefits than traditional playgrounds. Many feel that new innovative playgrounds will encourage children to get off the couch or away from the video games, and get out of the house and play. Furthermore, it is said that these types of playgrounds stimulate a child's creative development and problem solving skills, while they work cooperatively with other children as they try to reach a common goal.

The new electronic playgrounds are supposed to offer more variety in the child's play experience while keeping up with technology and the next generation's affinity for electronics. These aspects are definitely great for drawing in children that think that traditional playgrounds are "boring and uninteresting" but there are some questions that come into play when considering electronic components.

- 1.) How much more expensive are these playgrounds?
- 2.) What is the life span of these components, and how durable are they?
- 3.) Shouldn't playgrounds be an outlet to get our children away from electronics since they seem to consume most aspects of our lives?

These are just a few examples of questions that people who

prefer the more traditional playgrounds would ask. Some people lean towards this end of the spectrum and feel that electronic playgrounds could take away from what playgrounds are meant for, and therefore think that electronic playgrounds will not have as much play value. These people believe that electronic playgrounds can actually take away the creativity that children generally use in creating their own games or playing with other children on traditional playgrounds. Usually, the goal when getting children outside to play is to get them away from electronic toys that prompt them to do a certain action so that they can be more independent with their creativity and be physically active.

Traditional playgrounds are more durable and less expensive, and perhaps most importantly, play a large role in the physical and mental development of a child. We need to impress upon children that electronics are not always necessary to have fun and teach them how to be creative and active with even the simplest of things and explore the wonders of nature. Another pitfall of the electronic playgrounds is that fewer parents are interacting with their children on these types of structures, which is a disservice to the children since as parents we should be role models for our children and show them different ways to be physically active, creative, and interact with other people.

Whether you are in favor of these new electronic playgrounds or not, there is no denying that the children of the future are going to become more and more technologically advanced and they need to maintain balance between electronics and the simpler aspects of life. Both types of playgrounds offer a multitude of benefits in different styles, and most playgrounds would probably benefit from a combination of both types. This could potentially draw in a more diverse population, allowing children to see, appreciate, and interact with children of all different backgrounds and cultures.

If you have any question feel free to call us at 877.752.9797 and a customer service representative will be happy to help you.