Video Games - Glossary of Terms

* Activation - To set in motion; make active or more active.
* Addiction - An urge to do something that is hard to control or stop.
* Aggressive - Ready and willing to fight, argue, etc.
* Amygdala - An almond-shaped structure in the brain that plays an important role in emotions of fear and aggression.
* Analogy - A comparison of two things based on their being alike in some way.
* Anterior cingulate cortex - This part of the brain that helps regulate blood pressure and heart rate, as well as decision making, emotional regulation, preparation for tasks, error detection, etc.
* Anxious - Experiencing worry, unease, or nervousness.
* Autonomy - Independence or freedom in one’s thoughts or actions.
* Availability - Being at hand when needed.
* Banning - To say that something cannot be used or done.
* Cognition - The activities of thinking, understanding, learning, and remembering.
* Collaboration - The situation where two or more people work together to create or achieve the same thing.
* Competence - The ability to do something well.
* Correlated - Having a mutual relationship or connection, in which one thing affects or depends on another.
* Critic - Someone who judges the quality or value of something.
* Damning - Strongly suggesting guilt or error.
* Depression - A serious medical condition in which a person feels very sad, hopeless, and unimportant and often is unable to live in a normal way.
* Desensitizing - To make less sensitive or less easily upset.
* Diagnosis - The act of identifying a disease, illness, or problem by examining someone or something.
* Dopamine - A neurotransmitter (chemical messenger) that helps control the brain’s reward and pleasure centers.
* Epilepsy - A disorder or the nervous system that causes recurrent seizures which occur because of a surge of electrical activity in the brain.
* Escalating - To become worse or to make something worse or more severe.
* Exhibit - To show or display outwardly especially by visible signs or actions.
* Frontal lobe - The part of the brain that is necessary for motor control and more complex functions like speech, decision making, and judgments.
* Halcyon - Describes an idealized, idyllic, or peaceful time.
* Hostile - Having or showing unfriendly feelings.
* Illuminating - To supply or brighten with light.
* Immoderate - Going beyond reasonable limits.
* Isolation - The state of being in a place or situation that is separate from others.
* Mesocorticolimbic center - A bundle of fibers in the brain, which is important for memory and motivating behaviors.
* Methamphetamines - A powerful, highly addictive stimulant that affects the central nervous system.
* Neuroscience - A branch of the life sciences that deals with anatomy, physiology, biochemistry, or molecular biology of nerves and nervous tissue and especially with their relationship to behavior and learning.
* Nostalgia - Pleasure and sadness that is caused by remembering something from the past and wishing that you could experience it again.
* Outlet - Something that people use to express their emotions or talents.

* Pamphlet - A thin book with only a few pages that gives information or an opinion about something.
* Parietal cortex - One of the four main sections of the brain, which is important for feeling touch, pressure, temperature, and pain.
* Pathologizing - To view or characterize as medically or psychologically abnormal.
* Peripheral - Not relating to the most important part of something; incidental, superficial, or minor.
* Photosensitivity - Having a chemical, electrical or other response to light.
* Prefrontal cortex - The part of the brain that is responsible for communicating and guiding functions of the different parts of the brain. It is responsible for functions like planning, knowing the difference between right and wrong, knowing what is appropriate behavior, decision making, and having insights.
* Premotor cortex - This part of the brain is thought to control movement of the arms and legs.
* Protester - Someone who shows or expresses strong disagreement with or disapproval of something.
* Regulating - To make rules or laws that control something.
* Seizures - A sudden surge of activity in the brain that usually affects how a person feels or a acts for a short period of time.
* Sensory movement - Gives us our sense of balance and gravity and coordinators our eye movements to see properly.
* Simulations - Something made to look, feel, or behave like something especially so that it can be studied or used to train people
* Skepticism - An attitude of doubting the truth of something, such as a claim or statement.
* Sufficient - Having or providing as much as is needed; enough.
* Suppress - The act of keeping something from happening.
* Tautology - A statement in which you repeat a word, idea, etc., in a way that is not necessary.
* Unpredictable - Not always behaving in a way that is expected.
* Verges - At the point when something is about to happen or is very likely to happen.
* Violence - The use of physical force to harm someone, to damage property, etc.