inaccurate information must not be ignored. Furthermore, video games are not a replacement for books or teachers. Nothing can replace the invaluable resources that an experienced teacher brings to the classroom. Video games cannot gauge whether or not a child is learning the material. Finally, we do not believe that video games are the solution to our educational blight. That said, video games are not responsible for it either.

Appendix 1. Descriptive statistics

<table>
<thead>
<tr>
<th>Variable</th>
<th>Obs</th>
<th>Mean</th>
<th>Std.Dev.</th>
<th>Min</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>SAT</td>
<td>19</td>
<td>1,016.474</td>
<td>6.031108</td>
<td>1,006</td>
<td>1,028</td>
</tr>
<tr>
<td>SAT (Male)</td>
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<td>1,037.526</td>
<td>7.267648</td>
<td>1,024</td>
<td>1,051</td>
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<tr>
<td>SAT (Female)</td>
<td>19</td>
<td>998.5263</td>
<td>5.16794</td>
<td>989</td>
<td>1,009</td>
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<tr>
<td>Expenditure</td>
<td>18</td>
<td>19.89732</td>
<td>1.730324</td>
<td>16.5</td>
<td>22.09959</td>
</tr>
<tr>
<td>Pupil – Teacher</td>
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<td>15.60526</td>
<td>0.396476</td>
<td>15</td>
<td>16.6</td>
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<tr>
<td>Game Index</td>
<td>19</td>
<td>1.34E+11</td>
<td>4.42E+10</td>
<td>6.22E+10</td>
<td>1.88E+11</td>
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<tr>
<td>Poverty Rate</td>
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<td>10.88889</td>
<td>1.950834</td>
<td>8.7</td>
<td>15</td>
</tr>
</tbody>
</table>

References


Tear, M.J. and M. Nielsen (2013), Failure to Demonstrate that Playing Violent Video Games


Ventura, M., V. Shute and W. Zhao (2013), The Relationship between Video Game Use and a Performance-Based Measure of Persistence, Computers and Education, 60, 52–58.