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Dr. Levine reacts to the use of augmented reality games and the movement they create

There is a concern, and I respect it, that, are we actually going to generate a whole, new genre of people, young and old, who are wandering around staring at their screens; lost in a virtual reality, forgetting the true reality? Now, no one knows this, and I think there are cautionary tales. But, conversely, this is a very, very exciting space. Because, all of a sudden, we do have people who would have been sitting on their bottoms for an evening, getting up and moving around their cities.

Dr. Levine says active gaming could be a health trigger for some players

We need to clearly understand that every person has different likes, dislikes and preferences. So, for some, the idea of an active gaming environment could literally be the health trigger, the health opportunity of their life.

You start with the game, going out into the city collecting your tokens and animals, whatever it may be. And, from that, somebody says, "Hey, do you want to meet on Sunday for a ball game?" You wouldn't have said yes, but now you do. "Hey, let's not do pizza, let's go to an art gallery." All of the sudden you do. Because your brain has now clicked on to how pleasurable moving actually is.

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Dr. Issa expects augmented reality to improve and expand

As augmented reality becomes more and more part of technology, the more we will see the limitations of games evolve. So, the limitations, you used to have to sit like this on a computer, or like this on a controller. So, it's not the best for your posture. It's not the best for your health. But, as that barrier gets taken away, we'll see more and more clever ways to make playing games healthy.

Dr. Issa says video games promote communication and critical thinking skills in kids.

Video games are more and more social these days. So, you have to communicate with people.

It just starts to force them to work together, to ask questions, and to communicate to – and, to figure out the best way to do something. It gives them a clear goal.

They find ways to effectively solve the problems; to share information; to safe guard information, too. Maybe someone wants an edge. They don't want to tell the other players. So, it creates these little ecosystems where kids learn, that mirror real life.