DGRC faculty members Jason Allaire and Anne McLaughlin recently contributed an article to Gamasutra describing the potential psychological benefits of game playing and how our understanding of those benefits comes from research that they and other scientists undertake. Their article provides "a selective, non-exhaustive review of the research with a particular focus on the benefits afforded to cognition by video game playing." They also provide advice for developers and publishers interested in having research done on their games. You can read the full article here.