# Task 01

The computer gaming industry has evolved into one of the most prosperous sectors in recent times. This particular industry boasts a substantial target market of approximately USD 25 billion. It has emerged as one of the most successful enterprises globally. In this modern era, many individuals depend on connectivity through technology. Furthermore, the computer gaming industry has created vast employment opportunities by providing nearly 120,000 job openings to the global business market.

<https://doi.org/10.1109/IMCTL.2014.7011160>

Science 1980s, computer games became a strong influence to children`s teenagers, and adults’ lives. With the improving graphics, engaging stories, action features and etc. towards the journey computer games becoming more and more realistic look. The with the graphical improvement the content of the game is becoming more advance and realistic. It offers player to deal with real world scenarios.

Let’s talk about what is a computer game.

A computer game is a way of connecting people with digital entertainment which is executing from a computer. When engaging with the games players need to involve various actions like, tracking objects on the screen, identifying a target, respond to problems and solve or accurate (instant) operation of mouse and keyboard (or joysticks like stuffs). (<https://www.atlantis-press.com/article/125959689.pdf> )

Players can control elements and characters in the games and also within the game environment players are directing to challengers, puzzle solving, competing achievements and stuffs. Here while engaging the game player will improving there gaming skills (quick shooting, accurately moving, using shortcuts). With this gaming skills it is indirectly build their problem-solving skills, decision making skills, creativity and ect.

(<https://classroom.google.com/c/NjQzOTk1NjIzODUw/m/NjQzOTk1NjIzODk5/details> )

However, In the gaming field there have more issues to discuss. It can be separate in to ethical, social, professional and legal

## Part A-Ethical Issues in Computer gamming

As the video game industry continues to expand, an increasing number of players are engaging with games across various platforms. Coupled with the ever-evolving technology that not only enhances the realism of games but also alters the way players interact with them, the ethical implications within the video game industry have become more significant than ever before. The discourse surrounding video games has always been contentious, with critics emphasizing their influence over gamers. There are three primary areas around which ethical discussions revolve in the realm of video games.

• Violence

• Addiction

• Ratings

### **Violence**

There comes a point in gameplay where a player either inflicts or witnesses harm to a living entity. This is particularly evident when one character injures another in the game. Some media outlets often argue that children are becoming increasingly violent due to the influence of video games and the violent content they contain. Violence in this context can be defined as an act where a character or player in a game inflicts harm or even causes the death of the player’s adversary. Whether or not this significantly impacts the young players who engage in video games is debatable, but there are credible studies that suggest it can affect the youth who have been exposed to it for a considerable period. Only parents can prevent their children from becoming overly engaged with video games. Parents often purchase games for their children and teenagers without considering age ratings. There are a few titles that could potentially have a negative impact on children, such as Call of Duty, Gears of War, Apex Legend, and Mortal Combat, some of the most popular franchises today. Then there are zombie games that push the envelope a bit too far, including Left 4 Dead, Killing Floor, Dead Space, and BioShock, which can also be quite disturbing for children.

<https://doi.org/10.1109/IMCTL.2014.7011160>

There has been an ongoing debate regarding the impact of video games, particularly violent ones, on children’s development and subsequent aggressive behaviors. These scenarios are often examined through the lens of deontological theory. Christopher J. Ferguson conducted an analysis of 101 published and unpublished studies that focused on the influence of violent and non-violent video games on social well-being, including aggression, prosocial behavior, depressive symptoms, attention issues, and academic performance in children. Ferguson found that, overall, violent and non-violent video games had a minimal effect on aggressive behavior, suggesting the need for a new theory and more standardized research methodologies.

<https://doi.org/10.1177/1745691615592234>

### Addiction

Video game addiction is a serious mental health issue that affects millions of individuals globally. While billions of people engage in video games, the majority do not develop an addiction. The World Health Organization (WHO) estimates that the prevalence of individuals with a gaming addiction is between 3-4%. The distinction between a healthy gaming hobby and an addiction lies in the negative impact the activity has on an individual’s life. Furthermore, the WHO recognizes it as ‘Gaming Disorder/Addictions’ in their International Classification of Diseases (ICD-11). This is characterized by persistent or recurrent gaming behavior, which can be online or offline, demonstrated by impaired control over gaming. The increasing priority given to gaming to the extent that it takes precedence over other life interests and daily activities, and the continuation or escalation of gaming despite the occurrence of negative consequences, are also part of this classification

<https://www.webmd.com/mental-health/addiction/video-game-addiction>

The severity of computer game addiction can lead to significant impairment in personal, familial, social, educational, occupational, or other important areas of functioning. This pattern of gaming behavior is typically evident over a period of at least a year for a diagnosis to be assigned, although the required duration may be shortened if all diagnostic requirements are met and symptoms are severe. The American Psychiatric Association has identified nine warning signs for computer gaming addiction. They are:

• Preoccupation with computer games: Some individuals dwell on past gaming activities or anticipate playing the next game, and computer games become the dominant activity in daily life.

• Withdrawal symptoms when gaming is taken away: These symptoms are often described as irritability, anxiety, boredom, cravings, or sadness.

• The need to spend increasing amounts of time engaged in computer games, also known as Tolerance: This may be driven by a need for the completion of increasingly complex, time-consuming, or difficult goals to achieve satisfaction and/or reduce fears of missing out.

• Unsuccessful attempts to control participation in computer games. Please note that this is a serious issue and professional help should be sought if these symptoms are observed.

In the realm of digital entertainment, gaming addiction emerges as a severe emotional health disorder. It’s characterized by a significant impairment in various aspects of life, leading to detrimental long-term effects. Gaming addicts often exhibit mood swings, becoming irritable, depressed, and even physically aggressive. Their obsession with gaming disrupts their daily routines and can lead to serious health issues.

A typical gaming addict spends more than 10 hours a day immersed in games, often into the wee hours of the night, resulting in sleep deprivation. Their nutrition is often compromised, with diets primarily consisting of sugar-laden caffeinated drinks. Consequently, many gamers suffer from dehydration and malnutrition. This situation aligns with the consequentialist theory, which focuses on the consequences of one’s conduct as the ultimate basis for judgment about the rightness or wrongness of that conduct. It’s crucial to address these issues promptly to mitigate the adverse effects on the individual’s life.

### Ratings

The Entertainment Software Rating Board (ESRB), established in September 1994 by the Entertainment Software Association, is responsible for assigning ratings to computer games. These ratings provide consumers, particularly parents, with information about the content of a game and the appropriate age group for that game. The ratings are not meant to dictate purchasing decisions, but rather to provide guidance. Alongside these ratings, it’s recommended that consumers examine content descriptions for more detailed information about a game’s content before purchasing games for their children.

Overview of ESRB ratings:

• **E for Everyone**: Games with this rating are generally suitable for all ages. They may contain mild elements of violence and language.

• **T for Teen**: These games are suitable for players aged 13 and up. They may contain moderate violence and language, and some blood.

• **M for Mature 17+**: These games are suitable for players aged 17 and up. They typically contain more violence, blood, and language, and some sexual content.

• **AO for Adults Only 18+**: These games are intended for adults aged 18 and up. They often contain more graphic and prolonged instances of violence, profanity, and sexual content. Some AO-rated games include gambling.

• **RP for Rating Pending**: This rating is applied to games that are yet to be released and are being marketed.

When considering the ethical issues in computer games, violence, addiction, nudity, and sex-related content are often at the forefront. These elements of games can directly violate the human rights act and the principle of the freedom to live. Furthermore, gaming addictions can significantly impact daily life and cause direct harm.

<https://www.esrb.org/ratings-guide/>

## Part B-Social Issues in Computer gamming

The societal implications of gaming are increasingly coming under scrutiny in our contemporary world. As the sophistication and immersive nature of computer games continue to escalate, so do the concerns about their effects on the younger generation. Studies indicate that violent video games can shape attitudes and behaviors, impacting social dynamics and scholastic performance. The social learning theory suggests that exposure to aggressive content in games can escalate hostile behavior and diminish academic success. Furthermore, apprehensions have been voiced about the cognitive development of children engaged in certain games, with some software not being age-appropriate or overly complicated for younger players. This serves as an introduction to the social issues associated with computer gaming.

Impact of social behaviors

At times, students may exhibit aggressive behavior in their daily lives, a phenomenon that can be linked to their exposure to violent computer games. This engagement with violent content can lead to a host of issues that permeate various aspects of their lives. One of the most significant concerns is the deterioration of relationships with parents and teachers, which can be strained due to the behavioral changes in the student. Additionally, academic performance can take a hit, with students potentially facing declining grades and a reduced focus on their studies. Another alarming consequence is an increase in hostility, which can affect their interactions with peers and adults alike. It’s crucial to address these issues promptly and guide students towards healthier gaming habits.

On the flip side, children engrossed in gaming often distance themselves from forming friendships and relationships. Their lives become dominated by an excessive indulgence in games, leading to a state of self-isolation. This occurs as they start to believe that games can fulfill their need for entertainment and joy. Consequently, they withdraw from real-life social activities, relying heavily on games for their social interactions. This shift towards virtual interaction over real-world engagement is a concerning trend that needs to be addressed.

(<https://www.atlantis-press.com/article/125959689.pdf> )

### Racism in computer games

Racism is illtreating to some nationality or some group of people who have a something common. It is historically affected to the societies which are contacted with European white people. Here most of times black people are illtreated by white people in the history. When we come to the gaming world it`s happening the same thing.

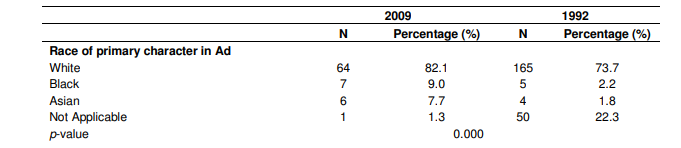
There has been a noticeable trend in various forms of media, including video games, where characters of certain racial or ethnic backgrounds, particularly white characters, are often portrayed as the main characters. Conversely, characters who are Black, Asian, or from other minority groups are frequently relegated to secondary or minor roles.

This disparity in representation can contribute to stereotypes and biases, reinforcing a narrative that centers around a single racial or ethnic group while marginalizing others. It’s important to note that such practices can inadvertently perpetuate systemic racism and inequality.

They put black people or other minority groups as enemies, thugs who need to kill by the player and if that character is one of the main characters he will die.

In the context of gaming, this lack of diversity in character representation not only limits the narratives that can be explored but also restricts players’ ability to identify with characters that reflect their own racial or ethnic identities. A more inclusive approach to character design and narrative development in games would not only enrich the gaming experience but also promote cultural understanding and equality. This is a crucial aspect of social responsibility in game development that needs more attention and action.

Lets a graph according to the “Journal of Media and Communication Studies Vol. 3(6), pp. 212-220, June 2011”



The representation of characters in games can significantly impact players’ experiences and perceptions. When primary characters predominantly belong to a certain racial or ethnic group, it can lead to a sense of exclusion among players who do not identify with these groups. This skewed representation can result in feelings of frustration and marginalization, potentially impacting players’ mental well-being and their sense of belonging within the gaming community.

Also, when other parties are playing there are thinking it is the normal nature and they are unknowingly following the same theory.

Moreover, this lack of diverse representation can inadvertently reinforce societal biases and stereotypes, further perpetuating inequality and discrimination. It’s crucial for game developers to recognize and address these issues, striving for more inclusive and diverse character representation in games. By doing so, they can create a more equitable gaming environment that respects and celebrates diversity, fostering a sense of belonging and acceptance among all players. This is not just a matter of fairness, but also a step towards a more inclusive and understanding society.

(Racism\_and\_sexism\_in\_the\_gaming\_world\_Re.pdf in google classroom)

## Part B-Professional Issues in Computer gamming

## Part B-legal Issues in Computer gamming