Introduction

-Background Information

-Significance of the topic

-Objective of the project

Background Information

~~-What is gaming~~

~~-Primary philosophy~~

~~-Popularity and brief history of gaming~~

~~-why Games are relevant~~

~~-Video Game Development Industry~~

~~-Negative publicity (Less focus)~~

~~-Genres of video games~~

~~-Times have changed, Potential of video games.~~

~~--Fall of 3A gaming giants and Rise of Indie Development~~

~~-Misinterpretations and prejudice~~

* **The evolution of gaming hardware and technology**
* **The rise of eSports and competitive gaming**
* **The role of gaming in education and training**
* **The impact of gaming on mental health and wellbeing**
* **The social aspects of gaming, including multiplayer and online gaming communities.**
* **The role of game design in shaping player experience.**

Significance of the topic

-Relevance and importance of doing the research

-Analogy of a toy and human behavior, discipline

--Video Game market

-Importance of indie games

-Interactive Media

-New finding and trends (More Focus)

Objective of the project

Provide an unbiased perspective of gaming in the contemporary era to expand the vast potential of video games while observing negative effects and providing suggestion to avoid such calamities.

Video Games: Good, Bad, or Other?

Sara Prot, MA\*, Katelyn A. McDonald, Craig A. Anderson, PhD,

Douglas A. Gentile, PhD

Methodology

~~To accurately obtain a clear perspective on the pre-existing attitudes and preferences of the students within SLIIT we carefully planned and came up with a questionnaire. The questionnaire was a later published in the form a survey. The primary validation of the data was to determine if the students were indeed from SLIIT , for which we requested for their ID number. After removing the primary redundant data the personal information was anonymized to protect the privacy of the peers who helped the project.  
To obtain accurate data and information for the research survey methodology was selected. With further consideration and analysis~~

The sample of study was limited to students currently enrolled within the university of SLIIT.