**Background Information**:

**What is gaming?** Gaming refers to playing electronic games through various devices, such as personal computers, consoles, or mobile phones.

**Bit of philosophy from the past**: Gaming has been a part of human civilization since ancient times. For instance, board games and dice games were prevalent in many cultures.

**Genres of video games**: Video games can be classified into different genres, such as action, adventure, role-playing, strategy, simulation, sports, and racing games.

**Popularity and brief history of gaming**: Video games have become increasingly popular in recent years, with the global gaming industry expected to reach a value of over $300 billion by 2025. The first video game was developed in 1958 by physicist William Higinbotham.

**Why Games are relevant**: Games have significant implications for various aspects of our lives, including education, healthcare, and entertainment. They can be used to enhance learning, improve cognitive abilities, and promote physical activity.

**Negative publicity (Less focus)**: Video games have been criticized for promoting violence, addiction, and other negative behaviors. However, studies have shown that playing video games in moderation can have positive effects on mental health and socialization.

**How times have changed, Misinterpretations, and prejudice**: In the past, video games were mostly seen as a leisure activity for children and teenagers. However, with the advent of mobile gaming and the rise of e-sports, video games have become a significant part of popular culture.

**New studies**: Recent studies have shown that video games can have various positive effects, such as improving cognitive skills, reducing stress, and even enhancing creativity.

Significance of the topic:

**Relevance and importance of doing the research**: Understanding the attitudes and preferences of SLIIT students towards video games is essential for developing effective gaming interventions and policies that promote healthy gaming habits.

**Analogy of a toy and human behavior, discipline**: Gaming can be viewed as a toy that has the potential to impact human behavior positively or negatively. Therefore, it is essential to promote responsible gaming and develop healthy gaming habits.

**New finding and trends (More Focus)**: Recent trends show that video games are becoming increasingly diverse, with more genres, platforms, and accessibility options. Moreover, the emergence of virtual reality and augmented reality has opened up new possibilities for gaming.

**Potential of video games for the future**: Video games have the potential to revolutionize various fields, such as education, healthcare, and entertainment. For instance, they can be used to teach complex concepts, treat mental health issues, and create immersive experiences.

**Objective of the project**:

The objective of this project is to investigate the attitudes and preferences of SLIIT students towards video games. The study aims to achieve the following goals:

1. Identify the most popular video game genres among SLIIT students.
2. Determine the frequency and duration of gaming sessions among SLIIT students.
3. Investigate the impact of gaming on academic performance and mental health.
4. Explore the potential benefits and drawbacks of gaming interventions for promoting healthy gaming habits among SLIIT students.

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