

Anti- Addition System

Background: In recent times, there has been a discernible uptick in teenage gaming addiction. As digital games become more sophisticated and engaging, many teenagers are finding it hard to strike a balance between entertainment and their daily responsibilities

Harmful Effects of Gaming Addiction

1. Physical Health Decline:

Extended gaming leads to sedentary behavior, risking obesity and muscle weakness.

2. Sleep Disruption:

Late-night gaming affects sleep patterns, causing fatigue and concentration issues.

3. Social Isolation:

Excessive gaming limits real-world interactions, hindering social skills development.

4. Mental Health Concerns:

Overindulgence can cause anxiety, depression, and decreased academic performance.

Function

1. Login System:

- Overview: Secure user-specific accounts. Each account links to a personal database with data storage spanning over three weeks.

2. Addiction Calculation System:

- Weekly Analysis:

- Track and categorize user's weekly gaming behavior into four levels: Normal, Mild, Moderate, and Severe.



3. Database and Interface:

- User Dashboard:

- Visual representation of a player's weekly gaming duration.

- Daily gaming duration breakdown with a focus on unhealthy gaming times.

- Customizable settings for weekly gaming limits with notifications for overruns.

4. Friend System:

- Social Features:

- Location-based friend recommendations.

- Notifications for close proximity between friends.

- Add friends, create voice chat groups, and share personal updates.

Login

Hey! Nice to meet you!

In terms of related research content, what we need is to analyze the motivation and corresponding needs of the target group (teenagers who spend a lot of time playing games), and analyze the relevant data of their own playing games through activity trajectories and collaboration, and get their degree of game addiction, using location to understand according to the situation. Context awareness is used as an aid to ensure analysis accuracy. Then, according to the analysis results, different methods are adopted to deal with it, and the specific methods are referred to above. Game service providers and developers have an interest in increasing the amount of time users spend playing games because their revenue is often tied to user activity. However, as our findings show, playtime contributes to the development of high levels of addiction, which can lead to responsibility issues. Using a third-party platform can effectively deal with the issue and avoid conflicts of interest.

Username:

Password:

Login

Game



Mine Page

Social Contact: [Modification frequency](#)

Number of aggressive reports: [Verify the number of reports](#)

Is there a large number of achievements in the library with low global player achievement rates: [Modified achievement rate](#)

User addition degree: -- [Generate](#)

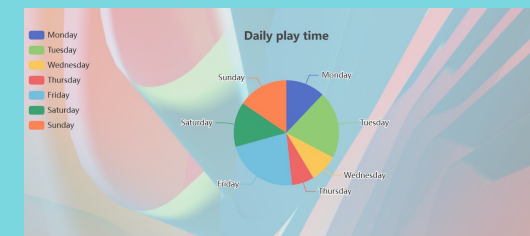
Mine Page

Search friend [Search](#)

[Update User City](#)

Your friends List

Add Friend



Chart