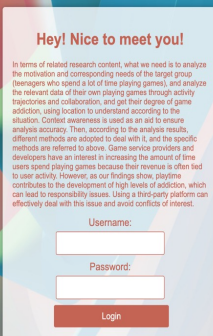


Game Addiction



Introduction

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.

Audience: Teenagers are our primary focus because they are more likely than other age groups to become addicted to gaming and suffer more negative effects. Therefore, the problem of adolescent game addiction has been widely discussed. Our mission is to address the unique challenges facing this population by providing tailored solutions.

User Challenges and Needs:

Many teenagers addicted to gaming express a need to diversify their daily activities and increase social interactions. While they enjoy gaming, there's a recognition that balancing it with social and physical activities is essential for overall well-being.

research gap

Setting limits is the current mainstream approach. However factors vary from person to person make it difficult to establish a clear time limit. Depending on the specific psychological conditions of adolescents (such as rebellious psychology), this approach sometimes does not produce the desired effect or even can backfire

implication of using S&M

using S&M like activity traces can help us obtain their approximate degree of game addiction.

Then according to the analysis results to use different methods for processing, specific methods will be used .(more effective)

Design Process

1:Paper Research

Based on related papers, we decided to use certain methods to measure the degree of game addiction of users. And for the individual situation to be integrated and focused on the use of two methods: **Set Limits on Play Time** and **Reduce or meet needs**

Playtime contributes to the formation of high levels of addiction. The use of third-party platforms can effectively collect relevant data and avoid conflicts of interest.

2:User Research

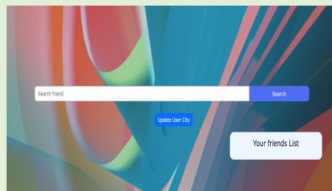
We conducted a comprehensive user survey, encompassing interviews, questionnaires, and observations. The primary findings are as follows:

- Game duration is an intuitive reflection of users' game addiction degree. We decided to use activity traces to track players' game duration. At the same time, we will use Self-as-other comparison to achieve targeted reminders, so as to meet the differences in individual needs of target groups in different situations.
- Aggression is the motivation and manifestation of game addiction. We will use the relevant content of context awareness to detect user aggression and incorporate it into the calculation of potential degree of game addiction along with game duration. However, reducing users' competitive desire can effectively curb their game addiction, and the method remains to be researched.
- recommendations will be used to recommend users to play difficult games. This is where we take advantage of our users' competitive desire to encourage them to play more difficult games, thereby reducing their addiction
- Nowadays, the social structure of teenagers has changed, which is mainly online, and games have become the main social mode of the target group. As a result, the way we recommend offline friends needs to change. What we need to do is develop the "game friends" relationship into "online friends" and then develop their offline relationship to a certain extent.
- many users only roughly understand their own game time, and even choose to forget, resulting in inefficient time management. We will use aware to help user manage game time,

3:Prototype iteration

Actual implementation needs more experiments. Our functionality relies heavily on "activity trace", which is the basis for us to give users precise help in the "aware" aspect: to calculate the user's addiction level and then provide relevant help measures. So we decided to use the most inclusive web design (web design and SQL) for our final product.

4:Final work



This is the 'Add Friends' interface, where users can add friends to participate in current activities.

This is the interface for analyzing user gaming duration



This is the interface for determining the addiction level of game users.



S&M aspects

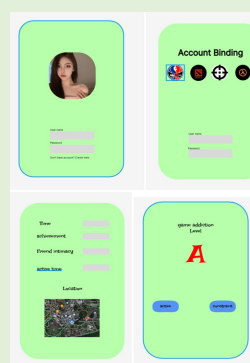
Aware: User can become aware of their specific playtime and can do self-with-other compare.

Activity trace: we record user's detailed game-playing activities and other stuff including conversation-related traces to analyze IGD level more comprehensively

Conversation: user can have conversations with friends to grow further extent of the relationship to fulfill their social needs

Location-aware: we have location functions to recommend user friends in the same city to help them make online friends offline

Mid—Pro



High-Pro

