



The Negative Effect of video game

Assignment of sir wajid

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Dedication

I will dedicate this to my Grand Mother (dadi)

My grandmother is my angel on earth.

She died in 2016 but she is still alive in my heart

She give me the ability to face people

I just want to say that my grandmother is best and

She is my best friend my ture love and my life

**BEING A MOTHER
IS THE MOST
IMPORTANT JOB
IN THE WORLD.**

**BEING A
GRANDMOTHER
IS THE
MOST FUN.**



Love u grandmother(dadi)



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The Negative and danger effect of video game on human life

Abstract:

The purpose of the present report is to determine whether playing video games impacts on children's life, their academic record, their physical and mental effect, and many others. Video game play has become a very common form of entertainment. A study proves that in Pakistan a child starts playing video games in just 2 years old. Video games are a good medium of entertainment for kids as well as adults. With a huge selection, video games dominate the toy industry at present, from action to sports, puzzles to racing and strategy to adventure. Video games are the biggest addiction with most children. According to researchers, video games help make a player's brain sharper through mental stimulation. As adults also like to play games, they can play together with their children and have a bond between adults and children which will increase the time they spend together. But addiction to these games can severely harm children as playing them for long hours can cause eye damage and also result in headaches and dizziness. The majority of these games are violent which in turn is harmful for growing children as it can make them hostile and violent. It is the duty of parents to see that children do not indulge in playing video games for a long time and concentrate on their studies and attend to other commitments such as relationships between family and friends. When adults get addicted to video games, they neglect their families. There are advantages as well as disadvantages of playing video games. How parents investigate and look after their children while they play video games, they spend at the computer to play, types of favorite games, ways of child supervision, benefits and disadvantages of computer games. The results of the research show: x 30.47% of children may access the computer anytime they want; x the computer is mostly used for games (36.28%); x 42.87% of parents supervise their children's activities at the computer only when they have spare time; x 50% of parents allow their children to spend 1-2 hours at computer games every day, while 28.54% allow 3-4 hours (and more) of computer games every day.

A delay game is eventually good

A bad game is bad forever

(Shigeru Miyamoto)



Introduction:

Today's world is one that is largely composed of technology. In a relatively short span of time we have been immersed in a world of high-definition television, Facebook, YouTube, internet radio, "green" cars, outrageous thrill rides, 3-D technology, etc. But no area of technology has become as prominent as that of video gaming.

The genre of video games has been consumed as a source of entertainment for last many years. Video games are very exclusive usage of entertainment because the games make the player an actual lively part of the game's screenplay. Video games have become an incredibly popular and pervasive form of entertainment and today 9 out of 10 Pakistani children and teens play video

Game. On average, youth play video games for two hours a day however, a significant percentage of males report playing four hours a day or more. This fact that such a large number of children play video games makes understanding video game effects on players an important research goal.

Video games are popular everywhere in the world. There are several categories of video games such as from action to sports, puzzles to racing and strategy to adventure. Some of these are nonviolent and others are violent games. Of these, violent video games are very popular. It is hard to explain why they outsell other kinds but sometimes it may be due to the fact that they allow users to turn their aggression into something simple which may result in less anger and danger.

As there is a huge selection available, video games dominate the toy industry at present. Billions of dollars are spent all over the world to produce and market video games. Children are the major customers of these games.

Meanwhile, parents should encourage children to play outdoor sports also without allowing their children to be too addicted to video games. Thus, it is necessary to allocate them a certain amount of time to play video games, and adults should monitor the type of games children play also. At the same time, parents should try to buy nonviolent video games for their children as violent games will have an adverse impact on a child psychologically. Sometimes it may not be possible to ban children from playing these games. But parents can monitor their behavior and limit the amount of time they devote for playing and encourage them to balance their leisure time indulging in other activities such as sports, studies and relationships with family and friends.

In Pakistan not world I am calling a many children many children spend their time playing video game in the world a word I remember the thing which have many benefits it has many dangerous in Pakistan a child start playing video game in just 2 year in 2 year his eyes his mind are not properly developed it rays harmful to him in this report we will deasease it in detail.

positive effects of action games on visual-spatial skills. harmful effects of fast-paced games on cognitive control and the phenomenon of video game addiction.



What is video game:

A video game is an electronic game that involves interaction with a user interface to generate visual feedback on a two- or three-dimensional video display device such as a TV Screen, virtual headset or computer. Since the 1980s, video games have become an increasingly important part of the Entertainment, and whether they are also a form of ART is a matter of dispute.

The electronic systems used to play video games are called platforms. Video games are developed and released for one or several platforms and may not be available on others. Specialized platforms such as arcade games, which present the game in a large, typically coin operated chassis, were common in the 1980s in video arcades, but declined in popularity as other, more affordable platforms became available. These include dedicated devices such as video games console, as well as general-purpose computers like a laptop and desktop or Handheld computing device

The input device used for games, the game controller, varies across platforms. Common controllers include gamepad, joysticks, mouse, keyboard, the touchscreen of mobile devices, or even a person's body, using a Kinect sensor. Players view the game on a display device such as a TV or computer or sometimes on virtual reality head mounted display goggles. There is often game, music and voice actor lines which come from loudspeakers or hear phones. Some games in the 2000s include haptic, vibration-creating effects, and virtual reality headsets.





Introduction to the history of game:

Video games have been around since the early 1970s. The first commercial arcade video game, Computer Space by Nutting Associates, was introduced in 1971. In 1972, Atari introduced Pong to the arcades. An interesting item to note is that Atari was formed by Nolan Bushnell, the man who developed Computer Space. He left Nutting Associates to found Atari, which then produced Pong, the first truly successful commercial arcade video game.

Some of main company and distributor of gaming are:

- **Nintendo**
- **Rockstar Games**
- **Electronic Arts**
- **Activision Blizzard**
- **Sony Computer Entertainment**
- **Ubisoft**
- **Sega Games Co. Ltd**
- **Capcom Company Ltd**
- **Microsoft Corporation**
- **Gameloft(android)**
- **TenCent game (androide0**



In Pakistan the trained of video game start with Sega and Nintendo in 1998 the children have their own console of gaming after some time it will start as a business in street of Pakistan many game playing zone are open to earn money and really in that time children come and play a lot of game and spend many money. Now a day too.

In Pakistan video game play is a fun entertainment after the come of Sony PlayStation series it will break all record of earn in Pakistan and Xbox to these too company totally destroy the children it game graphic are good but harmful for children there mentally and physically too and it is much expensive too.

In 2006 the psp a portable PlayStation introduce in Pakistan and it will give a big crazy child to play game everywhere even in toilet too how funny is it but it is true in 2011 the place of psp taken by android smart phone and it is know too in use .

The adult boys and girls also stick in video game they spend a lot of time .



The Effects of Video Game Play On Academic Performance:

Today's world is one that is largely composed of technology. In a relatively short span of time we have been immersed in a world of high-definition television, Facebook, YouTube, internet radio, "green" cars, outrageous thrill rides, 3-D technology, etc. But no area of technology has become as prominent as that of video gaming.

the penetration of video games into the United States alone is huge, with at least 90% of homes having children that have played (rented or owned) video games. This is a record level that continues to increase. 55% of console players and 66% of online players are over 18. The college demographic seems to be the major group of gamers simply because they have a lack of parental supervision and they have more flexible schedules, allowing for more play time.

One of my study tell me a big effect on academic record is to spend of time and don't pay proper attention on lecture. n the amount of time spent playing video games and the GPA and SAT scores of students. This means that GPA and SAT scores decreased as time spent playing increased. Online game is also a problem in class room or lab teacher giving lecture to children but in other side they were busy in online game playing which highly effect on their academic record.



Video game is bad for acadimic record in online game or in many buying usless cd and dvds of gaming a child play game for entertainment but he waste his time and some time money too



we will discuss this money spend topic in it topic I time of waste is not good and don't pay attention to study is also bad because **"Time and tide wait for none"**

Online game (spend money and time):

Now a day not in Pakistan also in world there is a big crazy of online game it is a business game making company make their to earn money in 2017 a game name pubg (player unknown battle ground) was introduced and in 2019 it is the highest earning game it sale product in game it sale many thing and our generation spend their a lot of money in them some of online famous game I have name them which became a money earning business.

- **Pubg (player unknown battle ground)**
- **Fortnite**
- **Free Fire**
- **Counter-Strike**
- **8 ball pool**
- **Call of duty**
- **Apex**



In a study of Pakistan gaming about 10 out of 7 people spend their many time about 6 to 8 hour per day playing game in 2015 there an incident of 8 ball pool coin cheat a man give 10 thousand for coin of 8 ball pool and he is then cheated .

Many children adult boys and girls spend their time while playing video game online game they chat each other became friend and then they start play more they don't rely they are wasting their time. In world every min is important for us because of game we don't give proper attention to study don't give proper attention in class and labs and don't give proper attention to family too. When we start gaming we will stick in it and time to time we stick more in it we can't give up from it we just want to play game and win it however we win.

We watch movies and cartoon we became it fan then we will play their game to but do you realize that why we play it why we love it think it.

In Pakistan a online server of computer game is down because of use of many user notice in night Pakistan many people play video games they don't think about the energy of electricity are going use relies it that if don't play a lot of game how much energy we can save it. In game zone we spend a lot of money in it to play just a game realize that people who don't eat food and sleep hungry.

Online game in mobile is also a problem. In mobile we use data to use online game we spend money on it and time to like before I said save money for you and your family and remember **"Time and tide wait for none"**.



Video Game addiction:

There are now scores of studies looking at what is being called pathological gaming or video game "addiction." Many researchers define pathological use of video games in the same way as pathological gambling, focusing on damage to family, social, school, occupational, and psychological functioning.

Like gambling, playing video games starts as a form of entertainment. It becomes pathological for some people when video games start producing negative life consequence. Currently, video game addiction is not classified as a formal disordering the Diagnostic and Statistical Manual of Mental Disorders DSM).



The category of Internet use gaming disorder" has been in the appendix of the news-V with the goal of encouraging further research in this area.

Overall, studies examining pathological video gaming show good reliability and validity. Regarding the prevalence, one national study conducted in the United States with a sample of 1,100 youth found that 8.5% of youth gamers could be classified as pathological. Similar percentages are found in several other countries, including 8.7% in Singapore in China, 8.0% in Australia 11.9% in Germany and 7.5% in Taiwan 10.5% Pakistan.

These studies have not used a common methodology or definition, however, so each estimate of prevalence should be considered to be preliminary. (although it is interesting that the percentages are so similar, given the vast differences in methods and populations) Pathological gamers show patterns of comorbidity similar to those found in other addictions. Researchers have measured other clinical disorders and have found that pathological technology users often show comorbidity with psychiatric disorders Shapira and colleague. summarized those studies and noted that the most typical comorbid or primary disorders were mood disorders, substance use disorders, anxiety disorders, impulse control disorders, and personality disorders. Other studies have found that pathological use is also comorbid with ADHD and anxiety/depression Most of the studies that have looked at potential outcomes of pathological use have found significant problems, such as poorer school performance, insomnia, suicidal thoughts, financial problems, and more relationship problems.

Children in Pakistan came game addiction in very small age. In Pakistan it is a thought that a baby of 2 year began to play game it is parents' responsibility to look after their child but in Pakistan it is a fact that a very small age child became game addict. It spends hour and hour in game playing and time by time they became addicted of game they spend a lot of time and time and after a limited time they became a addict.



At the time of this writing, the early research on pathological gaming appears to suggest that it is highly similar to other addictions in its pattern of comorbidity and outcomes. Additional research is clearly needed to determine its etiology, risk factors, and course, as well as the best approaches for treatment.

PLAYING TOO MANY VIDEO GAMES CAN BE HARMFUL:

According to EEDAR, 211 million people, or 67% of Americans, play video games. That means millions of people could be causing damage to their brains, mental state, or ability to sleep. Keep reading to learn the negative effects of video games and how to prevent it from happening to you or a loved one. Video games can negatively affect the brain, memory, and vision. They can cause stress, anxiety, and even isolation if the addiction gets severe enough. Video games can even kill brain cells and interrupt a person's sleep. Studies show that people playing "shooter games" damage the hippocampus area of their brain. This is the area used for spatial and long-term memories. Research states that this is because shooter games require excessive use of the caudate nucleus rather than the hippocampus. The caudate nucleus takes grey matter from the hippocampus, which can lead to illnesses like depression and Alzheimer's. A study conducted by Pyc and Rawson showed that "video gamers" lose some of their short-term memory, but have better long-term memory than non-gamers. The participants studied two pictures for 2½ minutes. After that time, half of the students played a video game for 15 minutes while the other half read a book. After the 15 minutes, each group wrote down what they could remember from the first picture. After 24 hours, they returned and wrote down what they recollected from the second picture. The "gamers" scored better on the 24-hour test, but worse on the test immediately following the video game playing.

People Imagination:

While playing video game people became to act like it became to look like him people wear cloth and things just like their player wear which is a bad because of it people spend money on it and time. Alan walker a singer inspire his mask by just a video game name watch dog.

Mean people cant understand that it is just a game not a real world people became serious always we have to remember it to that game is just for fun and entertainment not for act like you and imagine you the game is real.



EFFECTS OF VIDEO GAMES ON HEALTH:

In a study conducted by psychologist Craig A. Anderson, it was proven that children who play "aggressive" video games often have aggressive behavior. They also have a decreased level of empathy for others. Others state that "violent video games" desensitize a child. This may make an adult less affected by violence as well as more likely to commit the violence himself. The "sweet spot" for video game playing is one hour or less a day. With this amount of video game playing, children have better social skills and enjoy life more. On the other hand, those who play more than 3 hours per day have problems with hyperactivity and attention, and have inept social skills. Just like 3 or more hours of video game play can cause health issues, it can also cause vision issues. While playing video games for short times (1 hour or so) does have its benefits, playing for more than 3 hours can cause computer eye syndrome, eye pain, issues with focusing, and even headaches. Video game effect on eyes badly because we play too much and its game resolution and rays are very harmful to eyes.



VIOLENT VIDEO GAMES:

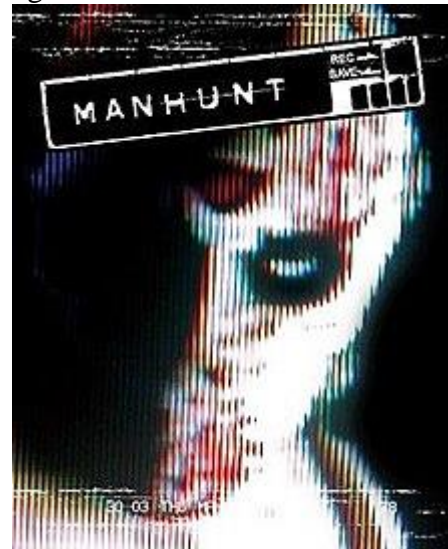
Not just in Pakistan everywhere in world there is huge use of violent game.cd cover write that children don't have to play that game because of his bloodies etc. In 2003 and 2007 a game come name manhunt it game was banded but it still play by very small children this game is so bloodiness and violent I cant explain this game has a very bad impact this game are made for adult age(18+) to play but it is still play by small children and because of it famousness it second part also relies and it is violent too. Which is play by small children when I play it I



seriously say that this game is not for children. I have made some game list which are bad for children. Which children does not have to play in small ages.

- **Manhunt (video game)**
- **Manhunt 2**
- **Condemned: Criminal Origins**
- **Hotline Miami 2: Wrong Number**
- **Night Trap**
- **The Punisher (2004 video game)**

Manhunt a so much graphic violent this type of game are banded from internet but it is still available in internet and this type of game give children a bad ideas and bad thinking parents has to see and watch which type of game does their children are playing.



In Pakistan it will give the growth of crime and it is bad for children specially this type of game has to be banded in all word because of it violins and bloodiness some of material which children does not have to see. A cup of year a ago before a game name blue whale game which kill many people notice that it mostly kill youth it play with your mind through game it give task and in task it will haplotypes you to do what they said and because of many children people attempt suicide for a video game blue game is now banded but it impact tell us about the what a violins video game can do they play with our mind they detract us and give a bad idea and kill many people. A website name dark web which is a online buying site but it sale illegal thing many children visited it and but those thing which are not good for them it is including drugs and video games etc.

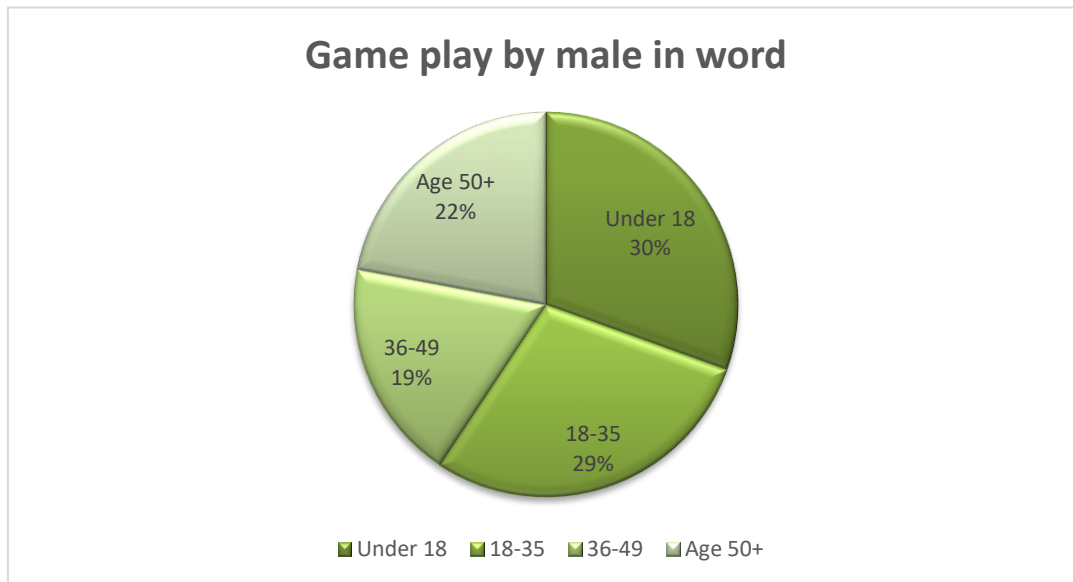
In India a seven-year-old child start play blue whale game and what she done you can see in picture. So what you think is she do right or wrong simply wrong so parents has to watch their children what they are playing if don't watch and look after children they gone to a wrong way which is bad for it .



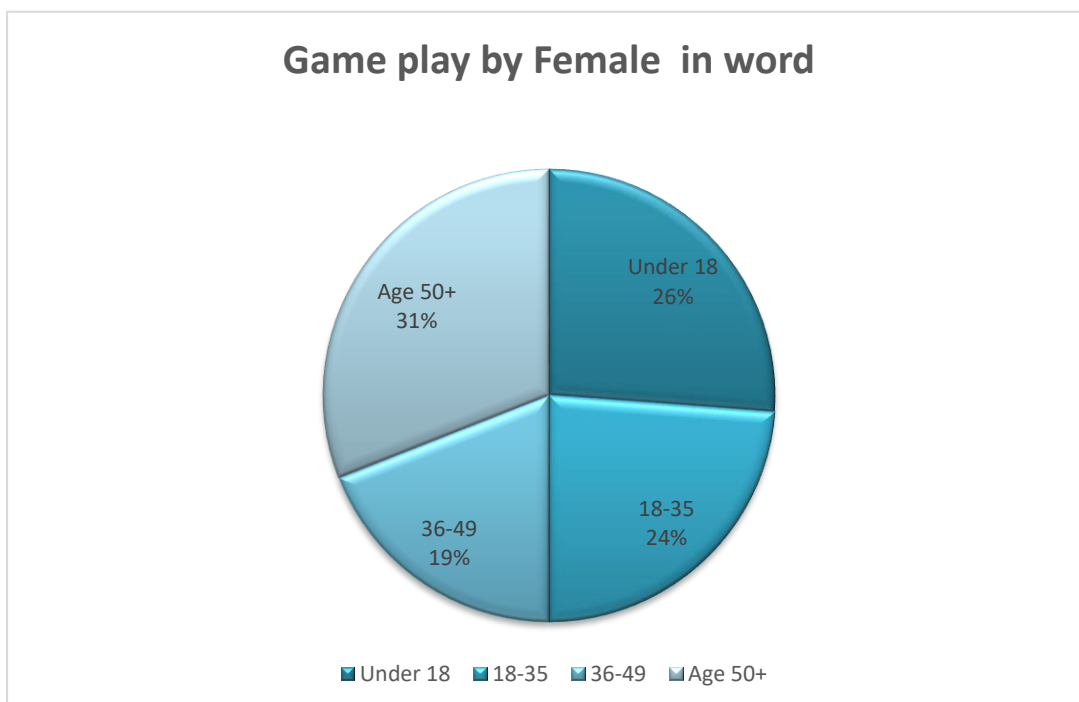


Game Playing by Male and Female:

In world there is 30 % children how play game in under 18 and 18-35 playing game ratio is 30% and 36-49 age ratio is 19% and 50+ ratio of game play is 22.the graph show you the game play ratio of male according to ages.



In female the ratio of video game play is under 18 is 26% and 18 -35 is 24% and 36-49 is 19% and 50+ is 31% which show that in whole word not male not female every one play video game a lot which show how much electricity is use how much time we waste.





Real life incident:

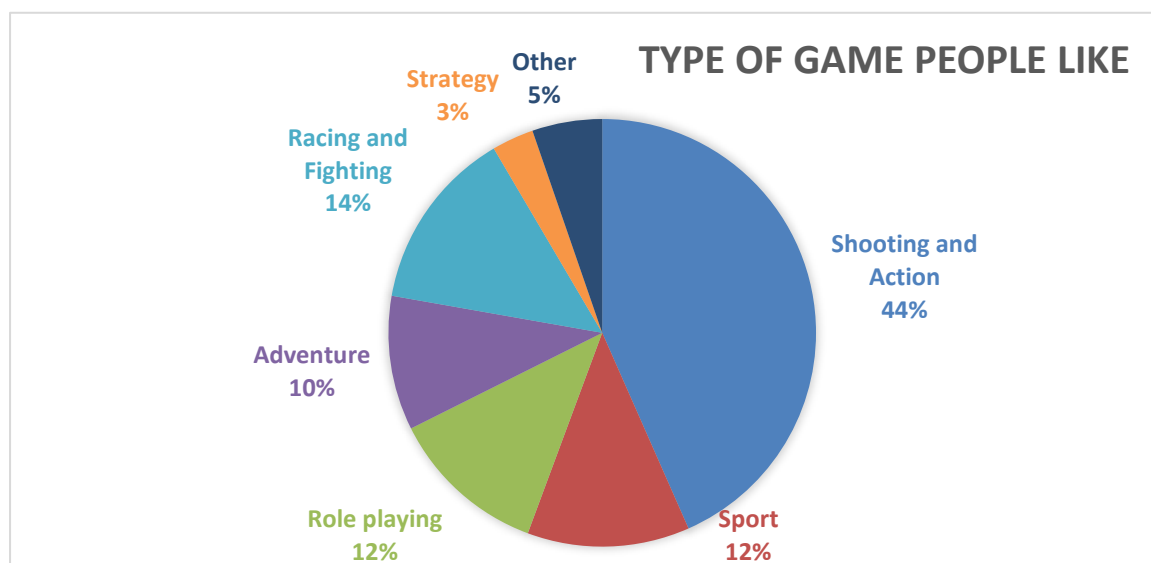
The computer games industry is a part of our world today. i personally believed that these games are good but only if played in moderation. there are many advantages of watching T.V and playing PC games. To begin with video game playing introduces children to computer technology secondly some games provide practice in problem solving and logic e.g. Age of empires video games have proved to improve visual skills they also improve motor and spatial skills. children who play video games have better reflexes.

on the other hand, there are some disadvantages of technological inventions. firstly, overdependence on these games leaf's to social isolation as these are usually played alone. secondly some games have violent characters and seeing their violent acts leads to aggressive behavior in children. moreover, these games can confuse reality and fantasy. for example, when children play car racing games then they may race their own vehicles in real life which can leads to accident. finally, these games are addicting and once a child sits to play these games tiled flies and everything else such as studies and outdoor games are forgotten which is indubitably bad.

to summaries on the whole these games r very good and certainly their advantages outweigh their disadvantages but these should be played in moderation. parents should limit the game playing in time and see to it that homework. and other important chores are done before playing.

The game has gone the child in imagination not in reality and some time children thinking will also change. zombies game shooting is a big example.

The graph shows you the people like to play which type of game. Which type of game did people like to play in word.



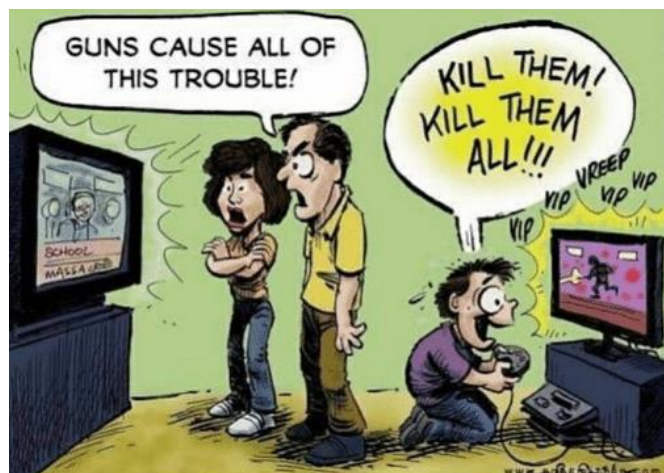


Some of Orginzation and people said about of video game:

- Some experts who believe that there is a connection between video games and violence blame the games' interactive nature. In many games, kids are rewarded for being more violent. The act of violence is done repeatedly. The child is in control of the violence and experiences the violence in his own eyes (killings, kicking, stabbing and shooting). This active participation, repetition and reward are effective tools for learning behavior.
- Kids can be addicted to video gaming. The **World Health Organization** in June 2018 declared gaming addiction as a mental health disorder. A study by the Minneapolis-based National Institute for Media and the Family suggests that video games can be addictive for kids, and that the kids' addiction to video games increases their depression and anxiety levels. Addicted kids also exhibit social phobias.
- Too much video game playing makes your kid socially isolated. Also, he may spend less time in other activities such as doing homework, reading, sports, and interacting with the family and friends. On the other hand, a study by researchers at the North Carolina State University, New York and the University Of Ontario Institute Of Technology points out that gamers usually do not replace their offline social lives with online game playing, but rather it expands them. In fact, among gamers, being a loner is not the norm.
- Dr Philip A Chan and Professor Terry Rabinowitz, writing in the Annals of General Psychiatry, concluded that: "Adolescents who play more than one hour of console or Internet video games may have more or more intense symptoms of ADHD or inattention than those who do not." This negative effect may lead to problems in school.
- When playing online, your kid can pick up bad language and behavior from other people, and may make your kid vulnerable to online dangers.
- Kids spending too much time playing video games may exhibit impulsive behavior and have attention problems. This is according to a new study published in the February 2012 issue of the Journal of Psychology and Popular Media Culture. For the study, attention problems were defined as difficulty engaging in or sustaining behavior to reach a goal.

Conclusion:

games, video games will not be helpful. In conclusion, video games are bad. They affect human behavior, and health. Video games are addictive and dangerous. There are lots of deceases, such as eyestrain, sleep disorders, mental disorders, and others caused by playing video games. Video games can also cause violence behavior. People influenced by video games fight and even kill in real life. Although, there are some games that are good and helpful, it is nothing comparing to all of these popular addictive violent games around us. People should take video games as a serious problem, and take steps to avoid bad influence.



All those kids playing
videogames all day



The game Effect on our daily life on our study on our academic records main of us to score better in our school and college life but games effect it by mind develop distort our focus from study etc.

Online gaming cause your electrical and physical energy mind energy to it spend a lot of money to buy game online money is became a trade but game helping them to go up and make people more to more earn money through game because of price bonus people play it and play too much that they could not realize how much time they are spending on it to just earn their currency of game and people became greedy this will be harmful for people and specially for kids.

Video game addiction is a bad habit people became a addiction of gaming and spend money time on it addiction of game is bad because people children forget what they are what they are donning every where they just saw is game game only game.

Violent video game are bad for the children they seen a what material which they don't have to see it is danger from them banded game are now easily availed on internet people download them and children too and play them they have such more violent and bloodiness that are bad for children in little age this type of game are harmful for their mentally growth they imagine it and think badly.

**“Up until now, the biggest question in society
about video games has been what to do about
violent games. But it's almost like society in
general considers video games to be something
of a nuisance, that they want to toss into the
garbage can.**

(Shigeru Miyamoto)

Some Famous people Said about game:

Video games are a waste of time for men with nothing else to do. Real brains don't do that.
[Rav Bradbury](#)

My parents said that sitting at home playing video games all day won't bring you anywhere in life.
[PewDiePie](#)

I keep my face covered during concerts. That's just something that is part of me, an artist, and I think it's a cool concept and look. It is really inspired by my love for video games, especially with the videogame 'Watchdog' that I love.
[Alan Walker](#)



Recommendation:

Recommendation is that the first we have to make a rule to play the game in limits don't play it too much . parents has to watch their child and look after then and don't play too much that you will became it addict. The video game is not a bad thing but we have to make some rule which is important for children people etc., so we have to look after our children our sibling to not to gone too much in video game.

As we can see, computer games have a large impact on children's development. It is desirable for children to use these games for certain educational and developmental objectives and activities. But parents must pay attention to have them less exposed to the harmful impacts of computer games. Managing children's computer games consumption is very important. Parents recognize that games can have powerful effects on children, and should therefore set limits on the amount and content of games their children play. In this way, we can realize the potential benefits while minimizing the potential harms.





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- What effect on human is from BY JAMES SCHMIDT
- What is imagination in game from romisa butt (Bs in English)
- Some people said and origination and university are **World Health Organization**, North Carolina State University, University Of Ontario Institute Of Technology, Dr Philip A Chan and Professor Terry Rabinowitz
- People inspire by game said From Alan walker, Bill Gates, Ray Bradbury, PewDiePie

