ONLINE GAMING

A Project Report Submitted
for

Information Technology

By

Lokesh Singh
(Roll no 22)

Under the guidance of

Mr. Praveen Kumar Joshi

EVER GREEN SENIOR SECONDARY SCHOOL
(GOVERNED BY EDUCATIONAL WELFARE SOCIETY)
TULARAMPUR - 263139, DISTRICT-NAINITAL
UTTARAKHAND, INDIA

OCTOBER, 2021

CERTIFICATE

This is to certify that the project entitled **"Lokesh singh"** being submitted to

Evergeen Senior Secondary School, Haldwani for the project work of

INFORMATION TECHNOLOGY is a record of the work carried by MR. PRAVEEN

KUMAR JOSHI under my guidance and supervision.

Date: 10/10/2021

Supervisor

MR. PRAVEENJOSHI

TGT Computer

Ever Green Sr. Sec. School, Haldwani

Forwarded By:

MR. M.S. PARWAL

Principal

Ever Green Sr. Sec. School, Haldwani

ABSTRACT

History of Gameing

By the 1960s, millions of Americans had invested in televisions for their homes, and it soon became clear that this technology could be used for more that passively watching television shows. In 1966, while working for Sanders Associates Inc., engineer Ralph Baer began to investigate how to play games on a television. Between 1967 and 1969, he and colleagues Bill Harrison and Bill Rusch created several video game test units. This result was the "Brown Box," a prototype for the first multiplayer, multiprogram video game system. Sanders licensed the system to Magnavox. In 1972, Magnavox released the design as the Magnavox Odyssey, paving the way for all video game systems that followed.

---

[1]

ONLINE GAMING

Although online gaming is a form of entertainment, with parents' support and guidance it can help children develop their creativity, nurture relationships with friends and improve strategic thinking.

It can also help them build perseverance to attain goals, build resilience and improve their communications skills so they know how to respect other people's points of view.

Learning and development benefits

A great source to develop early learning skills for younger children.

Studies have shown that certain games can help younger children improve early reading skills with the support of parents and teachers. Games like 'Times Table Rock Stars' that is used in primary schools and pre-school apps like 'Endless Alphabet' can be great tools to help children learn in a more engaging way. Also, with the growth of connected toys, children can experience physical play while playing on devices. Educational toys like Osmo combines tactile play pieces with a device's camera to bring to the in-play action to life.

Enhances memory, brain's speed, and concentration

Games that are immersive and require strategy and problem-solving skills to win, require players to remember and take in a lot of information. Regularly playing these types of games can help improve children's short and long-term memory and help the brain process information quicker.

Also, games capture players' imagination helping them to stay focused on certain tasks and builds their perseverance to achieve a goal.

IMPROVED MULTI TASKING SKILLS

Games that require players to find items while fighting off other opponents call for attention to detail and quick reactions. Studies have shown that playing these types of games can help children develop their multi-tasking skills.

Build skills for future careers

The more complex multiplayer games help teach players how to be strategic, analytical to assess risk and reward and call for them to react quickly to changes in the game. All these skills that they use can be transferable to real-world jobs that rely on problem-solving, analytical skills and strategic thinking.

Offer a new way to understand culture and perspectives

Lokeshsingh_ONLINE GAMING

As games allow children to immerse themselves in virtual worlds and at times connect to people from around the world, it can be a great way for them to learn about different perspectives and cultures.

Group play provides social benefits

Whether children are playing multiplayer games with friends or using apps like 'Heads up' with the family in the living room, these types of games can help nurture relationships through shared moments and improve their social skills. For some who children who may have disabilities, it can be a way for them to social and make friends if they are restricted.

Why do children enjoy gaming?

Gaming is a fun and sociable way to spend time, encouraging teamwork and developing skills. All good stuff, but there are a few things you need to be aware of:

- Some games let children play and chat with anyone in the world. This means they might come across offensive language and bullying
- Some games encourage players to buy extra elements during the game – children have been known to run up large bills without realising

- It can be hard to stop some games in the middle of a battle as there are penalties for quitting and children may feel they are letting teammates down.

Disadvantages of Online Gaming

Cost

The major cost of online gaming comes from the charges of internet connection. The internet Service Provider (ISP) may impose large data charges depending on the time the user spends for gaming.

Some online games also requires players to have online accounts which is normally with a monthly fee. In-game purchases are also included where a player can upgrade their elements by paying a sum of fee.

Security

When playing online games, there is always a risk of hacking. Players enter their personal information in online gaming for various reasons. If a hacker manages to hijack these information, they could use it for illegal activities. As a result, the reputation of the player could be destroyed within seconds.

Addiction

Playing online games for extended time period can also lead to addiction. Some gamers are addicted to an extent that they have forgotten their daily responsibilities. Online game addiction has become a serious issue that many people are struggling to deal with. By prioritizing work first, games would be able to lessen the time devoted for gaming.

Cyberbullying

No matter how developed internet platform is, there are many people around the world who tries to misuse internet users. Cyberbullying is one such way through which these people will take advantage. It is popular tactic used to distract gamers.

Most often underage children are targeted for cyberbullying. And also, in the name of gaming players could be cheated with their money.
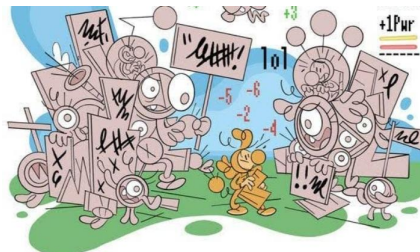
ACKNOWLEDGEMENTS

I would like to express my most sincere heartfelt gratitude and respect to my supervisor **MR. PRAVEEN JOSHI**, for suggesting the topic for my project work and for his excellent guidance, valuable suggestions and endless support throughout for preparing the report. I am greatly indebted to him for his constructive suggestions and criticism from time to time during the course of progress of my work.

I would like to express my gratitude and sincere thanks to **Mr. M.S. Parwal**, Principal of School, and entire faculty who has imparted considerable knowledge to me.

Finally, I express my deepest gratitude to my parents for their continuous encouragement, understanding and support.

(Lokesh singh)

TABLE OF CONTENTS

Lokeshsingh_ONLINE GAMING

LIST OF FIGURES