

# **The Impact of Video Games on the Player’s Behavior and Social Interactions: A Qualitative Study on the effects of video games.**

Dissertation submitted to the University of Kerala in Partial Fulfillment of the Requirements for the Degree of Bachelor of Arts

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**The Impact of Video Games on the Player's Behavior and Social Interactions: A Qualitative Study on the effects of video games.**

Career Related First Degree Program in Mass Communication and Journalism  
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# DECLARATION

We hereby declare that the dissertation entitled '**The Impact of Video Games on the Player's Behavior and Social Interactions: A Qualitative Study on the effects of video games.**' is a record of research work carried out by us at the Department of Mass Communication and Journalism, Sree Narayana College, Kollam, under the guidance of Sri. Vaishnav V.S and submitted to the University of Kerala in partial fulfillment of the requirements for the degree of Bachelor of Arts, First Degree Programme in Mass Communication, Journalism and Video Production. This is a record of original work done by us and that it has not formed the basis for award of any other degree/ diploma/ fellowship or any other similar titles.

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# CERTIFICATE

This is to certify that the project entitled **The Impact of Video Games on the Player's Behavior and Social Interactions: A Qualitative Study on the effects of video games**, is a record of research work carried out by Aiswarya Unni R, Anuja P S, Amass S Sekhar, Veena V Nair, Bineesh Babu, Vishnulaya P at Department of Mass Communication and Journalism, under my guidance and submitted to the University of Kerala in partial fulfillment of the Degree of Bachelor of Arts in Mass Communication and Journalism

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# ABSTRACT

Video games are a source of entertainment for a wide population and have varied effects on well-being. Online games have been researched from many points of view. The purpose of this thesis is to provide a clearer picture of how gamers view gaming.

This paper examines various psychological effects attributed to the video games and its growth as a huge industry. Since gameplay is only realized when the player and game interact, studying player experiences is complicated. The variables were measured using a qualitative research method of focus group interview. For that ten hardcore gamers were chosen and made the exchange there opinion about major social concerns about video game and how video game is affecting them.

The result found firstly, video game as a way to kill time/stress relief and to attain positive effects such as attention, skill development etc. Secondly, dissects the two most studied controversies which surround video games as a medium: video game violence and video game addiction. Thirdly, social benefits in video games.

Video games have proven themselves as a dominant force in our world, and the future ahead is going to be wild ride, packed with new advancements and impactful change on our existence.

Keywords: Video games, Video game community, Aggression, Violence.

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# **CHAPTER 1**

## **Introduction**

## 1.1 Video Games

Game is a 'voluntary attempt to overcome unnecessary obstacles' according to Bernard Suits. A video game is a specific type of software that runs on hardware, a computer or video game console. In simpler terms it's a game played by electronically manipulating images produced by a computer program on a monitor or other display.

Video game is one of the most popular entertainment mediums alongside the movie and music industries. The industry's unprecedented growth now challenges traditional forms of entertainment. The online games global market estimated the revenue of 152b US\$ in 2019 while box office secured 43b US\$ in 2019 and recorded music global revenue generated 19b US\$ in 2018 (Source: Newzoo, Billboard, IFPI). Also, the growth rate of video game industry was increased during the corona virus pandemic when every other entertainment industries were struggling.

However, even with this immense popularity the one quarrel that video games haven't been able to push aside, one rock still in their shoe, psychology. For the longest time, world has fallen into a full panic over the effects that a video game might be having on the players. The industry had to deal with a lot of stereotypes and claims about its impact. This project deciphers these claims through the player's point of view as well as the previous research works done on the topic.

## 1.2 History

Evolution of video games was closely related to the invention and technological advancements during 1960's. Although "Spacewar", caused a sensation on campus, it was never destined for release to the general public. Computers were too expensive for personal use at that time.

The advancements of television inspired Ralph Baer to remodel the technology so that, it could be used to play games. After a few years of numerous tests and advancements, Baer and his colleagues developed a prototype for the first multiplayer, multiprogramming video game system, nicknamed the "Brown Box." Sanders Associates, Inc. licensed the Brown Box to Magnavox, which released the device as the Magnavox Odyssey in 1972. With fewer than 200,000 units sold, Magnavox Odyssey was not considered a commercial success.

In 1971, Nutting Associates, a coin-op device manufacturer, released Nolan Bushnell's idea of coin-operated model of Spacewar as "Computer Space". Due to the complexity of the game, it ended up as a failure. Later Bushnell's optimism in coin-operated video games formed Atari Inc. with business partner Ted Dabney in 1972 and released Pong, an arcade ping pong game that same year. Pong was a huge success. Emboldened by Pong's success, Atari partnered with Sears, Roebuck & Company to produce a home version of the game in 1975. The home version of Pong was just as successful as the arcade version. Other companies soon began to produce their own home versions

of Pong. Of these first-generation video game consoles, the most successful was Coleco Telstar. Telstar sold over one million units in 1976, before being overshadowed by the next generation of video game consoles.

Produced between 1976 and 1983, the second-generation consoles, such as the Atari VCS (also known as the Atari 2600), Mattel's Intellivision, and Coleco Vision, featured interchangeable game cartridges that were retailed separately, rather than games that came preloaded in the unit. This advance allowed users to build a library of games. There was soon a wide variety of games to choose from, but, ironically, this surplus proved to be the one of the key reasons that the industry faced a serious crash during the early 1980s.

A small Japanese company Nintendo brought video game industry back afloat in 1985. That year, Nintendo released its Nintendo Entertainment System (NES), whose popularity and commercial success surpassed any previous game console. Electronics maker Sony released the PlayStation in 1994, which used CD-ROMs instead of cartridges to enhance storage capacity for individual games. Microsoft recognized the importance of gaming on PCs and developed the DirectX API to assist in game programming, followed by the company's entry into the console market, with the Xbox.

### **1.3 Twenty first century: The Online Boom**

With the rise of the internet and mobile, the video game industry really begins to shape into the massive market as it is today. Nintendo, Microsoft, and Sony released consoles one after the other. Nintendo GameCube, Microsoft Xbox, Nintendo Wii, Sony PlayStation 3 was introduced throughout the decade.

PC gaming was also massively evolving throughout the 2000s. Mobile phone games began to be developed for iOS and Android devices and a new gaming platform emerged in the form of social media sites.

Console makers like Microsoft and Sony are launching cloud-based subscription services even while they continue to develop new consoles. Amazon and Google are launching their own services that work on multiple devices, mobile included. And with the proliferation of smartphones, social media games, and streaming services, and over more than 2.7 billion gamers worldwide in 2020, video game industry is growing day by day.

Streaming has been a massive success for the gaming industry and gamers alike. Platforms, like Twitch and Youtube Gaming give individual gamers the opportunity to livestream their in-game plays to subscribers all over the world. This invention has allowed millions of streamers to gain a fanbase, interact with one another and monetize their gaming skills. Streaming has become uber-popular to the point where the top four platforms (Twitch, Youtube Gaming, Mixer and Facebook Gaming) garnered a combined 13 billion hours watched in 2019.

## 1.4 The future gaming

Developers like Nintendo will continue to be an innovation in the gaming space offering something different from Sony and Microsoft Corporation. Also, with the accessibility of Nintendo Switch in smartphones, the competition among these companies has never been this interesting

Cloud gaming is going to take a major role in the future with Norwegian game development companies such as Alpha systems, Mobiloitte, Megapop Games working on the adoption of this technology into their latest games. It would allow gamers to be able to play a game with a device and continue from another through their game saves in the cloud.

Some of the new developments unfolding in this industry are;

- Apple Arcade

This is Apple's gaming service based on subscription with a charge of about \$7 per month. Access is granted to thousands of mobile games on smartphone and Apple TV.

- Google Stadia

Google stadia give access to play games via Google chrome browser. It is a cloud based gaming service offered by Google where it allows gamers to play their favorite games from Google's web browser.

- Virtual reality (VR)

Oculus Quest and Playstation VR have shown that the gaming experiences can get even more immersive and exciting. Virtual reality games are gradually increasing and becoming popular. Also augmented reality is influencing the gaming industry and even the online gambling sector is not left out. The feeling of playing in a live casino like Norwegian betting sider from home with some gadgets and wearable would definitely be amazing.

- Artificial Intelligence (AI)

AI is already being incorporated massively into gaming although the current nature and design of games keeps it constrained. Even in online gambling, AI is still used by online casinos as live bots that are available to respond 24/7. This means that AI is cutting across all aspects of gaming including online gambling and is expected to greatly affect the future of gambling industry.uture of gaming

## 1.5 Video game in India

India has over 560 million internet users, making it the second-largest internet consumer. The market value of India's gaming industry was around 90 billion Indian rupees in financial year 2020. This was estimated to go up to over 143 billion rupees by 2022 (Statista).

At its peak, PUBG Mobile had an estimated 34 million Indians playing daily. Indians alone were responsible for downloading the battle royale genre title a whopping 175 million times.

## 1.6 Video game Genre

A video game that is played using a mobile device such as a smartphone, a tablet or even a smartwatch is known as a mobile game. The very first mobile game was Tetris on the Hagenuk MT-2000 device in 1994, and was followed by Nokia's Snake in 1997. At present, mobile games are downloaded onto smartphone or tablets using an app store or are embedded in the device when purchased. Games

A video game genre is a specific category of games related by similar gameplay characteristics. Video game genres are not usually defined by the setting or story of the game or its medium of play, but by the way the player interacts with the game (Adams, 2013)

### 1. Sandbox

It's often associated with player choice, open environments, and non-linear gameplay. The sandbox genre encompass a huge variety of titles. In these games, players often have less concrete goals and narrative pathways to pursue. Player may face a variety of tasks you can accomplish in a number of different ways. This draws players into more immersive experiences, encouraging experimentation with what may be unfamiliar mechanics.

The 1984 game Elite is a key example, with a simple design and play focused on combat, exploration, and trading. Simulation games like The Sims are also increasingly touted as sandbox titles, as are many popular franchises, including both Minecraft and Grand Theft Auto

### 2. Real-time strategy (RTS)

In the archetypal RTS title, Dune II human and AI players control different factions and compete against each other simultaneously in "real time" hence the term "real-time strategy," as opposed to turn-based strategy. These games typically include resource and map management, and they often feature a top-down view.

Warcraft, Age of Empires, and Command & Conquer are among the most popular RTS titles.

### 3. Shooter (FPS and TPS)

The shooter is genre that developed and branched out into two primary sub-genres: the first-person shooter (FPS) and third-person shooter (TPS).

The key difference is perspective. An FPS simulates a typical human viewpoint, showing essentially what your in-game character sees in franchises like Half-Life, Call of Duty, and DOOM. A TPS pulls the perspective back and showcases your entire character and surrounding environment, such as in the Gears of War and Tom Clancy's The Division series.

#### 4. Multiplayer online battle arena (MOBA)

An increasingly popular subgenre with connections to a variety of other styles, multiplayer online battle arena games share many features with real-time strategy games. There's a top-down perspective that emphasizes map and resource management, plus real-time competition between players.

MOBA games also prioritize multiplayer and team play. While some well-known titles feature AI-controlled elements, you usually play with and compete against other human players to meet a set of victory conditions. The niche is dominated by Dota 2 and League of Legends, both of which have developed substantial audiences in eSports.

#### 5. Role-playing games (RPG, ARPG, and more)

In RPG, the player creates or takes control of a character that you can then level up through experience points. RPGs are a cornerstone of gaming, having numerous sub-genres. It encompasses a variety of different niches and sub-genres, ranging from tabletop gaming with cards and dice (Dungeons & Dragons) to video game RPGs (Fallout).

The Witcher 3, Fallout 4, The Binding of Isaac and Spelunky are some examples.

#### 6. Simulation and sports

Sports games have expanded in variety, offering full-fledged partnerships with major sporting organizations, from race tracks to the field or court. NBA 2K and Madden NFL are two well-known examples that feature detailed recreations of professional basketball and football, while Forza is a simulation-style car racing game.

The simulation genre encompasses many sandbox titles, world-building games, and virtual reality games. The typical focus is on creating an immersive and realistic game world with epic scenarios, while smaller experiences may center on a particular area or experience. Minecraft and The Sims are good examples of simulation games that also fit into the sandbox niche.

#### 7. Puzzlers and party games

Party games take that premise a little further and often include multiplayer elements. The Mario Party series is particularly popular. Puzzle games often require the player to solve puzzles or

problems and can involve the exercise of logic, memory, pattern matching, reaction time, etc. Also, mini-maps are often presented as puzzles you solve (or uncover) throughout the course of the game. Some examples of puzzle and party games are Jackbox Party Pack (party game), The Talos Principle (puzzler), Portal 2 (puzzler)

#### 8. Action-adventure

Action-adventure games have a deep focus on plot and combat through story involvement and tight gameplay mechanics. As a result, many games can fit into this category, including the classic Legend of Zelda franchise that paved the way for numerous franchises. Star Wars Jedi: Fallen Order, Sekiro: Shadows Die Twice, Assassin's Creed are some examples.

#### 9. Survival and horror

Often an action-adventure or first-person shooter games with a focus on fear and survival and adopting many of the elements of traditional horror fiction. The core mechanics of survival game centers on resource management, often incorporating crafting or salvage systems that you can use to help keep your character alive. Minecraft and Don't Starve is a popular standout in survival games. Resident Evil is an example for survival-horror.

#### 10. Platformer

Platformers involve running, climbing, and jumping as the player explores and works their way through challenging levels. Platform games feature a side view and simple controls, with Donkey Kong often considered the first true example. Platformers are extremely popular with indie studios and gamers. Platformer examples are Cuphead, Crash Bandicoot, Ori & The Blind Forest.

**CHAPTER 2**  
**REVIEW OF LITERATURE**

## **2.1 Growth and impact of video games**

“The global video game market size was valued at USD 151.06 billion in 2019 and is expected to grow at a Compound Annual Growth Rate (CAGR) of 12.9% from 2020 to 2027. Technological proliferation and innovation in both hardware and software are expected to be the key factors driving the growth. The growing penetration of internet services coupled with the easy availability and access of games on the internet across the globe is also expected to keep the market growth prospects upbeat in the forthcoming years. Game developers are also constantly improvising and pushing the technological limits regarding the real-time rendering of graphics in the video game industry, which is further expected to propel the growth”( grand view research,2020).

In total, there were an estimated 2.8 billion gamers across the globe in 2020. According to Newzoo’s Global Games Market Report the global games market generate revenues of \$189.3 billion in 2021. The increasing number of people playing video games means that video games are having an undeniable effect on social life of many. Thus the immense industry has caused concerns ever since it became popular as how it is going to influence the society.

Muhannad Quwaider in his research about the impact of video games on players (2019), conveys that the researchers conclude that the video games have impact on the player personality, like emotions, reflexes, behaviors, motivations, needs, thinking way and approach internal and external situations. In addition, most of the research that denied the existence of the impact of video games relies on a small number of participants or weak evidence.

## **2.2 Violence and addiction**

The Tetris Effect has long been used to argue that video games have a negative effect on players. This concept has been stretched to apply to violent video games, suggesting that games with violent content make players more likely to commit violent acts in real life. Theoretically, video games might have the capacity to promote aggressive tendencies (as predicted by social learning theory) or to release aggressive tendencies (as predicted by catharsis theory). Put more simply, social learning theory (e.g. Bandura, 1986) would hypothesize that playing aggressive video games would lead to the stimulation of aggressive behavior, i.e. children will imitate what they see on screen. In direct contradiction to this, catharsis theory (e.g. Feshbach & Singer, 1971) would hypothesize that playing aggressive video games would have a relaxing effect by channeling latent aggression and therefore have a positive effect on behavior (Mark Griffiths, 1997). But latest research has shown that violent video games have no direct correlation with violent behavior in the physical world (David Zendle et al. 2017). Some studies show correlations between gameplay and short-term thoughts of violence, but this type of research only addresses temporary changes in mood. Applying Cultivation theory (George Gerbner,1969) for analyzing the violence in video games , the findings by Yew Mun Gabriel Chong, in Journal of Social and Clinical Psychology (2012) ,provides some support for first-order effects, but only very limited support for second-order cultivation effects.

After years of research American Psychological Association found there is insufficient scientific evidence to support a causal link between violent video games and violent behavior (2020). APA also commented, “Attributing violence to video gaming is not scientifically sound and draws attention away from other factors, such as a history of violence, which we know from the research is a major predictor of future violence.”

Gaming disorder is defined in the 11th Revision of the International Classification of Diseases (ICD-11) as a pattern of gaming behavior (“digital-gaming” or “video-gaming”) characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences (WHO).

Research presented in Addictive Behavior Reports 2020 indicate that both highly engaged gamers, problem gamers and addicted gamers all experience loneliness and psychological distress to a greater extent than the remaining study participants. This adds to the knowledge of prevalence and features of gaming disorder (Frida André et al. 2020).

A two-year longitudinal study of more than three thousand students found that longer gaming time, reduced social competence, and a history of impulsive behavior increased the likelihood of gaming "addiction" after two years. Among the outcomes of pathological gaming are depression, anxiety, social phobias, and poorer performance in school (Douglas A Gentile, 2011)

## **2.3 Positive aspects of video games**

Despite the innate heterogeneity of the field of study, it has been possible to establish a series of links between the neural and cognitive aspects, particularly regarding attention, cognitive control, visuospatial skills, cognitive workload, and reward processing (Marc Palaus et al. 2017).

The public debate about digital games primarily revolves around negative outcomes of digital gaming. This bias leads to neglect of many of the positive aspects and in particular, digital games contribution to well-being. “Video Games and Well-being” (2019), This book examines how video game mechanics and narratives can teach players skills associated with increased psychological well-being. It integrates research from psychology, education, ludology, media studies, and communication science to demonstrate how game play can teach skills that have long been associated with increased happiness and prolonged life satisfaction, including flexible thinking, openness to experience, self-care, a growth mindset, solution-focused thinking, mindfulness, persistence, self-discovery and resilience.

Drawing on positive psychology, cognitive science, and sociology, “Reality Is Broken” by Jane McGonigal (2011), uncovers how game designers have hit on core truths about what makes us happy and utilized these discoveries to astonishing effect in virtual environments. It reveals how these new alternate reality games are already improving the quality of our daily lives, fighting

social problems such as depression and obesity, and addressing vital twenty-first-century challenges

In addition a study conducted by scientists from the University of Electronic Science and Technology of China in Chengdu found those participants who spent 1 hour playing the video game experienced changes in brain activity using both behavioral and electrophysiological measurements. Furthermore, both long-term and brief AVG experience influenced cognitive processes related to attention selection and control processes (Nan Qiu et al. 2018)

Research has suggested attentional benefits resulting from the use of VG seem to be the most evidence-supported aspect, as many studies by Bavelier and Green have shown (Green and Bavelier, 2003, Dye et al., 2009; Bavelier et al., 2012). Action video game modifies visual selective attention.

In terms of cognitive abilities, Boot et al. (2008) suggest that video games can be used to improve attention, memory, and even executive mental control. The research by Boot et al. reveals that gamers that had played games for several years were able to track objects at greater speeds, perform more accurately in visual memory tests, and even make decisions about rotated objects more quickly those who did not play video games.

## **2.4 Community in video games**

Video games are at their base, a form of media used for entertainment but it also can bring people together by allowing them to interact, communicate and share a common objective. In many online games, especially MMORPGs, a great deal of emphasis is placed on socialization and community building. According to Jansz and Martens (2005), gamers are strongly socially motivated to play video games online.

Both online and offline video games can create communities. A specific video game can be built a community consisted of people playing that specific game and since these people are playing the same game they will have a shared purpose, interest and objectives that will be communicated between each other (O' Connor et al, 2015). Online video games are great at building communities because they provide a virtual environment where people of all age, gender, different backgrounds, and profession can connect and interact with each other . Moreover, another reason why it is so common to see communities born from video games is because of their interactive nature that invites “participative culture” among players (Sky Larell Anderson, 2018 ).

Online multiplayer games can also help players to improve their social skills. In particular, massively multiplayer online role-playing games (or "MMORPGs"), such as World of Warcraft, and social networking games, such as FarmVille, may improve players' social skills and encourage pro-social behaviors. There is also evidence that social skills players learn within social online video game environments translate to their real-world interactions (Granic et al. 73).

**CHAPTER 3**  
**Research and Methodology**

## **3.1 Objective**

Critically analyzing the growth and impact of video games. To Find out the impact on players behavior and society.

### **Specific Objective**

- Analyzing the positive effects of video games such as a tool for various skill development, mode of stress reliever.
- To study about the contribution of video games towards violence in society and addiction of video games.
- To analyzing the approach of video gamers towards community build up.

## **3.2 Research**

Research is a matter of raising a question and trying to find an answer. In other words, research means a sort of investigation describing the fact that some problems are being investigated to stashed for generalization. Therefore research is the activity of solving problems which add new knowledge, and developing theory as well as gathering evidence to test generalization

Inductive research methods analyze an observed event, while deductive methods verify the observed event. Inductive approaches are associated with qualitative research, and deductive methods are more commonly associated with quantitative analysis.

### **Qualitative methods**

Qualitative research is a method that collects data using conversational methods, usually open-ended questions. The responses collected are essentially non-numerical. This method helps a researcher understand what participants think and why they think in a particular way.

### **Quantitative methods**

Quantitative methods deal with numbers and measurable forms. It uses a systematic way of investigating events or data. It answers questions to justify relationships with measurable variables to either explain, predict, or control a phenomenon.

### **3.3 Method of Study**

Qualitative analysis was chosen as the method of study. Qualitative data collection methods are using unstructured or semi-structured techniques.

#### **a. Focus Group Interview**

We used Focus group interview as the technique for the data collection for the research. This is a research technique used to collect data through group interaction. The group comprised of a small number of carefully selected people who discussed about the topic.

Focus group interview aims at collecting high-quality data in a social context, which primarily help understand a specific problem from the viewpoint of the participants of research.

Firstly, focus group interview may be a valuable research instrument when the researcher lacks substantial information about the subjects. Focus group provides “a rich and detailed set of data about perceptions, thoughts, feelings and impressions of people in their own words”

Secondly, focus groups are predominantly beneficial when a researcher intends to find out the people’s understanding and experiences about the issue and reasons behind their particular pattern of thinking.

Thirdly, this method is suitable for examining sensitive issues e.g. AIDS and for getting information from very sensitive population.

Fourthly, use of focus groups is common to give opportunity to marginalized segments of society e.g. minorities, women etc. for exposing their feelings about their needs and problems.

It is important to note that focus groups do not fit in with all the research goals and they may be found inappropriate for particular situations. Morgan (1997, p.17) suggests that “ the simplest test for whether the focus groups are appropriate for a research is to ask how actively and easily the participants would discuss the topic of interest”.

There are several strengths of the focus group interviews. Rich qualitative data can be collected with reasonable speed since focus group sessions require only moderate time commitment from both participants and moderator. Depending on the number of questions and the complexity of the issues, between one to two hours are sufficient for most discussions. Participants can see at a glance what is being done, and almost invariably accept that the method is appropriate. Participants are encouraged to interact with each other and not merely respond to the moderator. In this way, the range and complexity of attitudes and beliefs can emerge.

There are a number of limitations associated with the focus group interview. It is considerably difficult to get the people together on time for the group session. A few vocal participants may dominate other members in the course of group discussion. Because of the nature of group

conversation, some participants may conform to the responses of other participants, even though they may not agree. Sometimes it is very difficult for the researcher to find out the group with the required characteristics. The success of focus group is affected if the moderator is not skilled in managing the group interaction.

Despite their few limitations, focus group interviews are valuable tools for collecting the qualitative data.

## **b. References**

To undertake the literature review, we referred to various research articles, books, news sites and blogs about video games and its impact on players.

We conducted a comprehensive search of Science Direct, Social Science Research Network, Google Scholar, and miscellaneous journals and references discovered through the search process.

## **3.4 Sampling**

Simple Random sampling technique is used to collect information. In a simple random sample, every member of the population has an equal chance of being selected. Your sampling frame should include the whole population.

To conduct this type of sampling, you can use tools like random number generators or other techniques that are based entirely on chance. Random players of video games were chosen for the study.

Ten video game players (hard core and normal) were randomly recruited through social media sites for the focus group discussion. The players age ranged between 19 to 23. The discussion was held in online platform according to the restrictions due to the corona virus pandemic. At the start of the focus group interview, some general questions were introduced to set the discussion in motion. Later on in the focus group interview, the participants went into detail on the central topic of interest, such as psychological effects, community building etc.

**CHAPTER 4**  
**CONTENT ANALYSIS**

### **1. Some people say that video games are a waste of time. What is your opinion about that?**

Through our questionnaire we found that video games within a time limit can be considered as fine. Some believe that spending time in video games can help in overcome stress and boredom. Players often engage in video games for factors such as for fun, to relax time with family and friends and also some suggested video games are helpful in mental skill developments. Respondent 7 also reminded about the career opportunities and prize winning tournaments the gaming provides.

### **2. How often do you see video game reference in your daily life, In Media, advertisements, social media etc.? Is your social media account connected to video games?**

When you watch or surf certain contents regularly the recommendation system notices it and keeps you engaged by recommending contents related to your interest. Gamers experience this as well, as their suggestions will be most probably gaming related like sale and reviews of gaming devices, advertisements of new games etc. Majority of the respondents shared such experience. Hence most often gamers encounter with these references in their daily life. Most of the video games prefer an ID-linkage in beginning of the gaming. From the respondents answers shows that most of them have linked either their social media accounts or mail IDs which easily finds friends and also it provides benefits like free rewards.

### **3. Do you think that video games play a big role in your social life? What is your take on Community building and socialization through video games?**

The video games have a major role in a player's social life. But even though certain players keep a barrier between gaming zone and social life to such players games doesn't play any role in their social life. These are only just countable one, but according to the respondents' majority of the players get influenced in their social life by means of video games. Almost all of them said video game helped them to find new friends for some it was even from around the globe. Many accept that community building is the new growth in gaming world. Meeting and talking to a new player is a chance of exploring an entirely different world. Through community building in gaming made this much easier than before. During this pandemic these communities have been really helpful as these helped players to find the ones with their same vibes and also another advantage of community building is you can interact more openly and share your opinions and feedbacks in the communities.

### **4. Some video games are very violent in their content. Do you think the violence in games affects in real life?**

One cannot solely blame video games for the violence been revealed in players. The discussion headed towards violent contents and children, almost everybody expressed their concern about violent games affecting the mental and social psychology of children as they aren't mature enough to differentiate media and real life. Children have the tendency to imitate and worship

what they see around them, and that videogames can influence such children to act in a violent way. But it's not the same in adults' case they can clearly differentiate between gaming world and real life. As all of the respondents were youth they said, they are matured and can intake things with more sensible and calm way. Respondent 1 argues that gaming cannot be considered as a solely factor for violence, there are many other factors like books, movies, misinterpretation etcetera, which may be the reason for violence behavior in an individual. While respondent 10 said about the cases reported linking violence and videogames, respondent 6 noted about the misconceptions spread by media on the same.

### **5. How do you feel about the growth of gaming and gaming communities? How far does it keep you addicted to the game and away from real world?**

None of the respondents are claiming that these communities have kept them addicted to video games and taken their time from the real world. We found 3 gamers in respondents who engage in more in video games than in real life as a reason they state the current pandemic too. During this covid -19 pandemic growths of communities has been exponential. Communities have always helped in a positive way. They kept players engaged during this pandemic, kept them away from the current pandemic stress and mental breakdowns and increased their mental skills.

### **6. Do video games help develop skills? What mental or physical skills do they help players to develop?**

The video games help in developing various skills in players. The respondents pointed out about the cognitive perception, problem solving, coordination, quick thinking, socializing skills, etc. The responses about the physical skills were varied. Most of them didn't comment on it or said there is not much improvement in physical side while respondents 6 and 7 pointed out about the motion games where tricks and methods for driving, football skills et cetra can be boosted. Nowadays motion games are becoming more realistic hence mere fingers is not Mental skills are the main contribution of video gaming even researchers and studies have proved this many times.

### **7. Do you believe video game addiction is a real problem today? Why or why not?**

Majority of the respondents stated gaming addiction as a real problem. Players suggested that under a limit everything is fine and one should be focused in those limits while playing games. Many respondents states that the children are the main victims of this addiction, during their age phase there mental power is in growth hence it's difficult for them to recognize the limit zone Addiction depends upon a players brain function. And some people just can't control themselves and end up in addicted. As respondent 3 quoted" there are two faces of coin; good and bad. Addiction is the negative side of video games". It was a problem even before the pandemic. And the social isolation during the pandemic aggregated the rate of addiction. Also respondent 5 shares a news article which states that children of age group 6-12 are the mostly ones who gets addicted to video games

**8. There are many researches which found out that Brain simulation, Development of problem solving skills, stress relief, and are some of the benefits of video game. Do you feel so?**

The respondents concur that video games really are good solution for stress relief. During this pandemic the video games helped the gamers to overcome the mental breakdown in their life. Many players approach the gaming world for this solitude reason that they these are good medication for stress and anxiety. There are gaming companies which produces games focusing mainly on this stress reliever factor, like puzzle games, brain hunt etc. Gaming absolutely helps a player in brain stimulation and problem solving skills. Every game has a hidden mission which makes the Players brain more excited and functional and as they dig deeper it helps them to improvise there strategical solving, thinking skills.

**9. In the era of digital education, does the inclusion of video games in education makes positive impact? How can video game be a great tool for understanding narratives or stories – Through interactivity?**

There are many games which are really helpful in education; such games have always brought out a positive impact. The impacts mostly include interaction and engagements. As players are more connected to gaming, by linking gaming with education they can easily grasp the content than the regular way. Respondent 7 suggests that through gaming platform development of education can be made in a more productive, energetic and healthy way. This makes education more understanding and interesting. Respondent 3 put forwards an idea of taking gaming as a development course in the education field. Through video games we understand the stories plots more clearly as they are stimulated in a more interactive way. The story boards are in communicable way of approach which makes it easy to grasp. The respondents strongly demands for this contribution to education hence it makes the future more promising.

**10. What are the greatest myths or misconceptions about video games that you would like to see dispelled?**

The common misconceptions that our respondents need to be dispelled are;

1. Video game is a waste of time.
2. Playing video games makes a person act violently and anti-social.
3. Video games are only meant for a particular gender and age group.

All this misconceptions should be dispelled. By spreading such myths one is destroying a future development which could be helpful by many means. They urges that one should never look only for negative impacts, always look for positive ones also. Maybe they are worth it

**CHAPTER 5**  
**FINDINGS AND ANALYSIS**

## **5.1 Result**

The purpose of the research project was to analyze video gaming from a players perspective. Participants revealed that playing video games is a meaningful and purposeful activity, and that it holds a place in several facets of participants' lives. According to participants, the purpose of video games in their lives included offering opportunities to relax, exert control, be challenged and achieve goals. They reported that games help them de-stress and unwind after work. Participants also reported that they played because games were enjoyable as well as provided a sense of control. It was also conveyed that games offered adventure through role-playing and stimulated creativity.

The participants raised concerns about the unregulated use of video games by children. They suggested the negative attributes related to video games mainly affects the children, they consider video game addiction as a real problem supporting the WHO's measure of adding gaming disorder in the 11th Revision of the International Classification of Diseases (ICD-11). Also attribution of violence to video games was not supported by the participants. Similarly most of the opinions suggested by the participants are reinforced by the studies suggested in the review of literature section.

### **Practical implications**

This study has suggested that there may be positive benefits in playing video games related to aspects of socialisation, emotional development and stress reliever. The growth of video game industry opened various career opportunities as well as brought considerable changes in society through media influence and communities in video games.

## **5.2 Limitations**

Some limitations of the research should be noted. Samples of the study was selected from one geographical area, with moderate ethnic diversity. Out of ten participants in the discussion, only two were females. Technical difficulties occurred during the discussion also contributed as a limitation.

Finally, although engagement of the players in video game is a variable that may be essential to understanding video game's effects on players behaviour, it is important to recognize that, the study is based on an interpretive analysis of data sets from a small convenience sample, and is therefore not statistically generalisable.

**CHAPTER 6**  
**CONCLUSION**

## Conclusion

Video games are a form of media that is often associated with negative health consequences. However, when games are played in moderation and with mindfulness, they are a viable source of stress relief as well as a catalyst for mental health improvement and development of social skills.

Video games themselves are a relatively modern form of entertainment. They are engaging and immersive on a level different from that of traditional board games and other forms of entertainment. The player actively contributes to the level of satisfaction he/she attains from this medium and thus is more invested and willing to engage in the elements of the video game. The amount of play time is also an important factor in the effects of gaming. Although excessive playtime can have negative consequence, gaming in moderation can be healthy, fun, and educational.

The gaming industry is considered to be one of the most exciting industries in tech because of its importance to culture, entertainment and technological advancement. In contrast to many other economic sectors that are drastically affected by the pandemic, the video game industry has been far more resilient to the pandemic. Playing video games has had a positive effect on players' perceived well-being during the COVID-19 pandemic. Games have provided an enjoyable means of maintaining social contact, and a stress relieving and mentally stimulating escape from the effects of lockdown. While these findings are generally supported by prior research, it is notable that the public perception of video games has not entirely caught up with the available evidence.

If video games can have such positive effects on player well-being during a global pandemic, perhaps more should be done to raise awareness of this potential. It may not be entirely unreasonable to suggest that video games be included in official guidance on coping with the effects of similar lockdown situations.

## Appendix

1. Some people say that video games are a waste of time. What is your opinion about that?

R1. I believe anything within fixed limits and moderation is fine. We can't criticize anything as negative or positive based on a pre-conceived notion.

R2. In my opinion they are not a waste of time.

R3. Actually video games are not fully wasting of time. When we are free and we don't have to do anything for Entertain our self's, it should be one of the good part. The (Game) part is make us more happy and also it's increasing our leisure time more interesting.

R4. Nope, video games lead to increase thinking abilities.

R5. Video games are never a waste of time for me, but I think that there are a lot of people out there who waste their time by playing video games without doing anything.

R6. Video games are not at all a waste of time. Video games help to get rid of stress and boredom.

R7. I will never say that video games are a waste of time. Some play for the fun of it. Others to relax take their time off things and have a good time with their friends and family. But to most people, it is a competition. Take ESPORTS for e.g. they host many game tournaments every year with big prize money. We can stream our content on social media platforms which will give us followers. Also, the gaming community is ever developing and there are forums for each and every game out there. People are investing money in games and seeing a growth in their investment. All in all..... It is one of the best platforms for a person to grow.

R8. Everyone will have different opinions. Some won't be having interest towards gaming, so they find it as a waste of time

R9. I don't consider videogames as a waste of time. It is just another hobby or form of entertainment.

R10. Video games are not at all a waste of time. Actually it keeps us engaged and helps in developing mental skills.

2. How often do you see video game reference in your daily life, In Media, advertisements, Social Media etc.? Is your social media account connected to video games?

R1. Very often and Yes

R2. I see them in my daily life through ads in YouTube, pop up ads while surfing the internet etc. Yes, my Gmail and Facebook account is linked to various games

R3. We can see a lot of advertisements on social media platforms like Facebook etc. When we will open on YouTube also we can see lots of gamers. These all give the references to see or play the video games. All the game we can connect with our social media, either we can connect with different id and password.

R4. Video game has created a major interest in gaming industries. It has become a major part in children's as well as adults life. We can also connect social media and share our ideas and views.

R5. Video games ads come mostly in between when I am browsing something or in Instagram. My social medias are not connected but my email ID is connected to games.

R6. In my social media account I have been following many gamers and so I will get gaming notifications daily. Yes I had linked my twitter and Gmail too in my gaming account.

R7. We all know that how much tech companies deny it, the fact that they are monitoring us every time we use their apps or sites is true. And because one of my interests is video games, I surf the internet looking for gaming stuff I don't have the money to buy, just so I could drool over it. My YouTube suggestions are filled with either tech reviews of gaming devices, or streams of gamers playing my favourite video games. So every time an ad pops up somewhere, it is usually gaming related. My social media account is definitely linked to gaming. It also helps in getting free rewards

R8. No, steam doesn't use any social media accounts.

R9. Yes, I follow a lot of pages related to videogames through my Instagram account. As a person who closely follows the latest news on the gaming industry, I always find a lot of reference to videogames in my daily life.

R10. No, none of my social media accounts are connected with video games. And I don't come across any sort of video games reference.

3. Do you think that video games play a big role in your social life? What is your take on Community building and socialisation through video games?

R1. Yes it does help build a network and community of like-minded individuals across the globe irrespective of culture background race etc. It does play a major part in building a strong community with stable principles and strong foundation.

R2. Actually I do think that they play an important role in my social life due to the lockdown which is imposed due to covid 19. In my case, I started playing more games during this lockdown due to which I made new friends through various online gaming communities. With them I started playing games like Fifa, call of duty etc.

R3. Now a days I felt that video games play a bigger roles in the society compared to older generations.

R4. No, video games don't play a major role in social life. It's just created for entertainment purpose only.

R5. Video games if asked plays not much big role in my social life but it helps me keep connected to my friends. And we talk to many other people from different part of the country or sometimes from other countries too. It has helped me gain a few friends.

R6. Video games play a big role in our daily life, by playing multi-player games we can have so many unknown friends in this platform and so we can build a strong bond with them through this platform. We can have a good time if we are depressed or stressed out, by playing video game we can reduce it.

R7. Video games really do play a big part in social life. Back in the 90's we had arcade where you went to play games. There, gamers met other people who shared the same interest as them and would become friends. Today, socialisation through gaming has a whole new meaning. Thanks to multiplayer battleroyale games like PUBG, FORTNITE etc. We can play with people from any part of the world and mingle with them. Socialisation has never become easier. Meeting and talking to a new person can be so weird for people when the person sitting opposite to them doesn't share the same interests and therefore lose common ground for conversation. But socialisation through gaming eliminates that situation as we meet people mainly through the one of the things we enjoy the most.

R8. Instead playing video games reduces social life but it's better to reduce social life nowadays.

R9. Yes. Gaming does play a big role in my social life. The time when we played games together was the time when me and my friends interacted the most with each other. Gaming was the only reason why most of us were updated with what was going on the other person's life. Videogames have provided me with a platform where I can bond with my friends more, and have fun with them. I have socialized a lot through videogames, and I believe that one can make a lot of sincere friends through gaming.

R10. No, video game doesn't play a role in my social life. I always prefer to keep it aside from my life. Community building through video gaming is helpful in connecting with people across the world.

4. Some video games are very violent in their content. Do you think the violence in games affects in real life?

R1. I don't think so and I believe it's wrong to associate Violence due to video games as a sole blaming factor cause a lot of evil was inspired by several other reason books, scriptures, misinterpretation etc.

R2. I really don't think that these games have much effect on people who are above a certain age limit. But I believe that in young children will have some effect.

R3. Yes it's true some of the game developers are making some violent types games, actually it will be affecting to the kids mental and social skills. So I couldn't support it personally

R4. Sometimes video games violence do effect in children's life. They may tend to practice it in real life and get hurt.

R5. No

R6. Yeah some games are violent but that theme in the video games are not going to affect in your real life this is a fake thought of Indian medias and Indians parents especially.

R7. One of the most popular games of all times was GRAND THEFT AUTO or GTA: SAN ANDREAS. We still have youtubers who have reprogrammed the game into 2021 graphic standards (GTA. SA was released in 2004) so that younger generations could enjoy it. The story line is great, characters are great, missions are great, and everything is good. But the problem is; you could do whatever you wanted. As a 13 year old, all I wanted to do was roam around the streets of Los Santos and do crazy stunts in cool cars and bikes and kill innocent bystanders with all the guns in the game. All the while thinking that it's just a program, these innocent characters are just codes; nothing is goanna happen to them. Also the game had strip clubs which I still think to this day that it is inappropriate. What I'm trying to say is as kids we should not be exposed to violence and other things at such a young age. But then the final decision is for us to decide. Companies only think in profit, so they'll put anything in their game. It's the players who choose what they should and shouldn't do. Yes, to some extent video game violence may affect us. But it all depends.

R8. No I'm mature enough to differentiate between gaming life and real life

R9. I understand that children below a particular age have a tendency to imitate and worship what they see around them, and that videogames can affect such children to act in a violent way. But, after certain age, people become more sensible, and understand that real life and videogame life are two different things. I often find that playing violent games are extremely cathartic, and such games are often more fun to play when compared to other games. So, I think that more than feeding the stereotype that violent videogames is bad; we should focus more on raising the awareness of the difference between real life and videogames, in children of small ages.

R10. Yes, in my opinion violence in games effects in real life. There are many cases reported in regard to this. Some players get addicted to the Violence in the games and obtain a tendency to practice it in real life without any hesitation or fear. And this is a matter of concern nowadays.

5. How do you feel about the growth of gaming and gaming communities? How far does it keep you addicted to the game and away from real world?

R1. The community growth is huge and I believe there is a higher engagement of people towards video games but it depends on a lot of factors.

R2. Like I said before, after lockdown was imposed around the world because of covid 19 a large proportion of people started play videogames to spend their time this has led to an increase in the gaming communities across the globe. I play video games approximately 1 to 2 hours every day.

R3. Since the corona virus started ,I am getting lots of time playing because most of the people are doing work from home as well as kids didn't want to go to the school. So the growth was higher than expected. More addictions cause away from the real life

R4. The growth of gaming companies is increasing day by day. New inventions are being given for smooth better gaming experience. Some of them are more addictive and we need to keep up a control on it.

R5. The gaming community was not much growing till 2019, I would say because these communities started growing after the lockdown came due to the Corona pandemic. We can see a lot of live streamer since then. I've set my own time for playing so I don't think I am addicted or am being kept away from the real world.

R6. In India the gaming communities are not much grown and it's not developing too some in some cities in India only promoting such gaming hubs and Gaming unions but that doesn't mean it's an addiction and video gaming doesn't keep anyone addicted to it making them no connection with the outer world.

R7. As much as all of our parents say that playing video games won't get you anywhere. It earned revenue of 153 billion in 2019 more than Hollywood or music industry. And people are just ignorant about that. E sports host a large number of tournaments every year with a large sum of prize money. So anyone with skill can seize the opportunity and reap the rewards. As far as addiction goes, I won't say that I'm addicted to games. But, I'm from a below average family. My parents could never afford consoles or PCs for me. Every chance I get to play games, I played. One time my cousin gave me his PS3 for a whole day with the Assassins Creed game in it. That day I woke up at 6 am (usual time 9 am) and started gaming. Didn't bother to eat breakfast, just drank some milk. I played till afternoon when eventually I had to get up because mom was threatening to destroy the PS3 as I hadn't eaten food and not gotten up from the sofa. Therefore I took a 10 min break to eat the food. I resumed gaming till 11 in the night (begged my mother to let me play because I had to return it tomorrow, and she agreed because she had never seen me this interested in anything). After dinner, I played. Till 4 in the morning and only stopped because mom got up and scolded me for staying up late. So you see addiction is a real thing. I have a smartphone & that too a gaming phone. The closest I could afford to quench my thirst for gaming. Even though I have around 6 games in my phone... I just don't have the time to play them.

R8. It was growing way too fast when Optic Gaming came to India in 2018 but after the incident of Forsaken everything shattered and it'll take a lot of time for ESL to trust on Indian Gaming Community. On a scale of 1-5, I would say 3 is preferable.

R9. Gaming is one of those industries that have been growing drastically in the past few years. Gaming has kept me away from the real world in some cases. But, I should also add that in most of those times, I was craving to escape the real world, and purposefully decided to depend upon games to do so. Games can be really addictive. But, it is only just as addictive as any other form of entertainment like using social media, listening to music or watching Television. Gaming is addictive, only because of the fact that it is able to satisfy its users, and provide them with the kind of entertainment they are looking for.

R10. Gaming and gaming community growth is exponential. It's an era of video games. I am not that addicted to video games. I only prefer games which are related to my likes such as action games, racing games etc.

6. Do video games help develop skills? What mental or physical skills do they help players to develop?

R1. Yes they do. Perseverance, Communication, Muscle Memory, Cognitive perception, Quick thinking etc.

R2. Actually I do think that videogames help us in develop various skills like coordinating, problem solving etc.

R3. Yes, actually it's helpful to increase creativity. It's also helpful in earning money too.

R4. Yes, video games do help in creating a mental skill in people. As each level represents some hidden destiny which is to be found by the people. This leads to developing their mental skills.

R5. Video game never helps to develop any physical skills but they do help in gaining mental skills. It helps to the more concentration and helps to increase the vocabulary.

R6. Video games develops both mental and physical skills likewise patience, better knowledge and some videos games like FIFA and NFS develop skills like driving the driving rules and football skills and more.

R7. Yes. Video games definitely help in developing skills. Socializing skills, cognitive skills Etc. The most notable one being the ability to react to a situation immediately, without hesitation, and the courage to take decisions demanded by the situations. These are things that will help in everyday life. But then some people would argue that gamers can be like this only because they are playing. They are free of consequences coming along with the decisions they make as it is only a game. These are the mental side of things as far as I'm concerned. The physical side of things are going great. Motion games are becoming more and more realistic to the point which mere fingers are not what the game requires you to invest in it. Motion capture is used to help us play sports games where we can really bring out our skill. Especially for the current pandemic situation. Everyone can sit at home and play. It will be a great exercise.

R8. I don't think physically it helps you a lot but mentally it helps for sure. It helps to develop strategically skills.

R9. There are a lot of videogames that are strategical in nature. Games of this sort needs to be played with a lot of pre-planning and tactics, in order to win. There are also many puzzle games that challenges and improves one's intelligence and thinking skills. Videogames also helps people to improve their hand-eye coordination. Personally, I have played a lot of strategy-based games, and they encourage me to think more than usual, and to improve my thinking skills.

R10. Yes, video games do help in developing skills. The skills include decision making, problem solving etc. I personally don't agree that any sort of physical skills will be gained but there may be. It's fully matter if mental development.

7. Do you believe video game addiction is a real problem today? Why or why not?

R1. Yes and No cause the rate of addiction varies due to several factors.

R2. I do think that in children video game addiction is a big problem. Because children want to spend time playing video games than doing other activities like playing outdoor games and also sometimes they will start spending more money on buying new games and special pack which these games offer to them.

R3. As there are two faces of coin; good and bad. Addiction is the negative side of video games. In the good side, it's make the leisure time more interested and the negative one it's should be spoiled the social and mental awareness

R4. Nowadays children are more being seen addicted to these games. As if we use anything more than the limit then it is harmful for health , so we need to keep up a control on it.

R5. Game addiction can be seen as big problem for children who except playing these video games have nothing much to do with any kind of effort or importance. There were news reports regarding the children of the age 6-12 who got addicted to games. And when the device through which they play got damaged, they got mentally stressed and got insane.

R6. Not all there is no such thing as video games addiction its depend on the person who plays it he may be an introvert or something to play video games throughout a day .Video games are never an addiction we will get bored or body will start reacting to the continues playing siting in one position so no one can get addicted to a video game.

R7. Video game addiction is a real problem. It was a problem even before the pandemic came. People neglecting their daily routine and sitting hours in front of a screen glued to a game. If it was a child, it wouldn't be that much of a problem as he doesn't have much to do other than study and stuff. But imagine if a guy who had a family to feed sat in front of a game all day and did nothing for his family. It is a real problem that needs to be addressed. As of the situation before the pandemic, addictions were solvable as there were places open to do treatment for these types of situation. Because of the pandemic, most people are without jobs, sitting idle at their respective homes, no way to carry out their daily routines. Most people are just glued to screens all day, be it a TV, a smartphone, a PC, etc. Most people are doing something to pass time. Naturally people who are into video-games pass time by playing. But the problem is, they have too much time at their disposal. And in some cases where people can't control themselves, they end up getting addicted. Considering the current situation, it is hard for treatment of such cases. There have been many cases where addiction even took lives of people, mostly teenagers. Also people tend to spend too much money on these games, sometimes lakhs to achieve their goals .Some people don't know just when to stop.

R8. Hell no, It helps me a lot to keep me busy and it helps me to stay away from awful things people facing these days.

R9. Videogame addiction is a very real thing. I think the addiction towards videogames are more harmful in small children, and this is because they like to imitate the things they see in videogames, in real life, and also because playing too much videogames can affect the child's social and cultural life, which play a crucial role in the life of the child.

R10. Video games addiction is a real problem today. Some players get too addicted to games that they always get detached from the outside world. This problem can be sorted out through Good parenting.

8. There are many researches which found out that Brain simulation, Development of problem solving skills, stress relief, are some of the benefits of video game. Do you feel so?

R1. Yes I feel so too

R2. I agree with this statement

R3. Yes, it's really helpful to relief the stress etc. which mentioned above

R4. Yes, video games do help in developing skills as it needs mental skill in order to win the game.

R5. Yes, I agree. Video games are great for stress relief, because me being the one who plays these games for stress relief.

R6. Yes it's true by playing video game we can reduce stress and can get relaxed. And also it helps in brain stimulations and problem solving skills.

R7. The answer is there in the question itself. There are already many games which are named similar to the question. Games that help to develop skills like better reflex in combat games, better reasoning puzzles games and the list goes on.

R8. Yes as I told you before.

R9. Yes. I have always felt that society and media only focuses on the negative effects of videogames, and decides to ignore the numerous positive effects. When I play videogames, I find it as a huge stress buster. Playing strategical games and puzzle games also help me improve my problem solving skills and thinking skills.

R10. Definitely problem solving, developing of mental skills, stress relief and all can be attained through video games. These are scientifically proven. And from my personal life experience I absolutely agree with it.

9. In the era of digital education, does the inclusion of video games in education makes positive impact? How can video game be a great tool for understanding narratives or stories – Through interactivity?

R1. Yes it does as it enables further engagement and interaction. Things fun tend to stick in our minds longer.

R2. I think so. Because most of the games are created around some story. For example Assassin's creed is gaming series which is built around a certain storyline. In a similar fashion games can also be used for making education more fun for children.

R3. Actually in our digital education we can add some development courses. It will be helpful to the people who have more interested to playing the game and also we can figure out how to do it.

R4. As children are keener in gaming, they would grasp everything easily if we club education with video game. They would understand it fast and better.

R5. The inclusion of video games helps to develop team working ability and also enhance critical thinking. Inclusion of video games in education would be great.

R6. I think that might be a good choice every school should add a gaming period to their time table like PT period. This helps children to calm down and helps them stress relief and they have a good interaction with the person playing with and if it is a multiplayer that increases the communication skills too.

R7. Education is the most important thing in life, or at least that's what society tells you. But education doesn't teach you what to do in real life. It just helps us to go on with our lives. Honestly as I see it, we (the current generation) have wasted THE BEST PART of our lives just trying to cram a bunch of stuff into our brain. And why do I say THE BEST PART? Just think about it. This is the time when our body is the most healthy, most energetic, and there's room for development. But we just spend this time either sitting somewhere listening to some class that won't even be worth it. Nonetheless it is vital part of our lives now and children just can't seem to remember what they are studying these days. In that field, game may be of some help. Studies conducted have proved that visual memory is more likely to be remembered than text memory. Therefore visual representations of stories in our textbooks can be made into games that can be played. More than games, Videos are goanna be a whole lot better.

R8. Interactive content while e-learning helps kids to learn the concepts for lifetime.

R9. Videogames can be used for a lot of educational purposes. The first-person interaction that is provided by videogames can be used in a way that makes classes more easy, interesting and understandable

R10. Gaming story is a wide story. The narrative plot of the story is too simple . And the story board is very complex. The one who has experience in gaming world can easily intake any sort of situations in real life. Their approach towards the life changes.

10. What are the greatest myths or misconceptions about video games that you would like to see dispelled?

R1. Video game Industry is not mainstream source of income. Gamers are anti-social. Gamers can't be anything better than time wasters.

R2. Playing video game is a waste of time and also playing videogames won't give you money. These thoughts need to change video gamers are making a lot of money through international competition and also through online streaming of their gameplay in platforms like YouTube Twitch etc. Those gamers are earning a lot of money

R3. Most of the people think it as a waste of time, but I don't think so. I want that thought to be dispelled.

R4. 1. Video games are bigger than movies.

2. They're basically created for boys.

3. Video games make us smarter.

4. Violent video games are a cause of real world violence.

5. A huge turn over (profit) can be made from these gaming.

R5. The greatest myth or misconception about video games is that those who play these games will become like that and show violence and will start killing people. I would like to get this dispelled. I've seen many grown-ups who think like this.

R6. The greatest myths that Indian Medias spreading about video games are it create violent character in the children. No its not stop teaching children myths like religion and Ramayana Mahabharata etc. that make them violent and discrimination thoughts in their childhood age. Indian Medias and education managements should really ban the religious topics in school other than banning video games and their PT periods.

R7. 1. Video games are a waste of time. Say that to the person who wins esports tournaments. If we take the case of PUGE , the team that finishes in the first place will be awarded 15 points and the prize money that will be given is USD 700,000. The USD 1.2 million prize money pool will be distributed in a hierarchical manner, with the second and third-placed teams to get USD 200,000 and USD 100,000 respectively( Reference from google).

Some people play to have a good time with friends, others to pass time, some for the love of it, etc.

2. Video games are addictive and bring out the violent nature in you. This entirely depends on the person's will power and his ability to control himself.

R8. People think that it consumes a lot of your time but it all depends on you anything in addiction is harmful. For me, I bought my gaming laptop just to play one mission one day on board ship so that I can sleep peacefully after that.

R9. 1. Playing violent videogames makes a person act violently

2. Playing videogames makes a person mentally unstable

3. Videogames are only played by children

4. Gaming cannot be a career choice.

R10. There are many misconceptions and myths about video games.

- i. Like video games are waste of time, like I said before they are never a waste of time.
- ii. Video games are meant for only children's. Hats not true, it's meant for every age group and genders. There is no age limit for video games.

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