Data Multi-Experience Of Game Disorder

A.A 2018/2019
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Amused to Nowhere, But Cyber World.

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Abstract

There has been a long history of discussing game disorder and game addiction. Since December 2018, WHO has included game disorder in the Spirit and Behaviour Disorder section in the beta version of ICD-11, which has triggered heated discussions of support and opposition at the same time, sorts of news media and critics started to share their own opinions . At the same time, up to 07/2018, there were 2.5 billion video game players all over the world which has occupied one third of the world's population<1>, under this situation, what threaten us is that we know little about the game disorder and how can we judge it.

This thesis is divided into two main parts, first part is started with the game disorder itself to describe the data visualisation, which mainly focused upon the situation of the video game and the public's attitudes toward the events related to game disorder.

The second part is the presentation of the project, which could be presented as a kind of multi-media experience discussing the topic from three different perspectives, how can we recognize game disorder that could cause the imbalance between life and games, how should the public and society view this issue rationally when facing such a topic of gaming disorder and how can we improve treatment and make it more reasonable.

Since most people are afraid of video game addiction and game disorder, they could realised the potential symptoms of game addiction unavoidably but do not know how to deal with it.

It is better for us to understand what could make people addict and how to avoid some worse situations.

Keywords:

Game disorder. Game addiction, Social media, Data Visualisation, Data multi-experience, Cyber World

Source:

<1>https://www.wepc.com/news/video-game-statistics/

Abstract

C'è stata una lunga storia di discussioni sul disordine del gioco e sulla dipendenza dal gioco. Dal dicembre 2018, l'OMS ha incluso il disturbo del gioco nella sezione dello Spirito e del Disturbo del Comportamento nella versione beta dell'ICD-11, che ha innescato accese discussioni a sostegno e di opposizione allo stesso tempo, alcuni media e critici hanno iniziato a condividere i propri opinioni Allo stesso tempo, fino al 07/2018, c'erano 2,5 miliardi di giocatori di videogiochi in tutto il mondo, circa un terzo della popolazione mondiale, in questa situazione: ciò che ci minaccia è che sappiamo poco del gioco disordine e come possiamo giudicarlo.

Questo articolo è diviso in due parti principali, la prima parte inizia con il disturbo del gioco stesso per descrivere la visualizzazione dei dati, che si concentra principalmente sulla situazione del videogioco e l'atteggiamento del pubblico nei confronti degli eventi legati al disturbo del gioco.

La seconda parte è la presentazione del progetto, che potrebbe essere presentato come una sorta di esperienza multimediale che discute l'argomento da tre diversi punti di vista: come possiamo riconoscere il disordine di gioco che potrebbe causare squilibri tra vita e giochi; come dovrebbe il pubblico e la società considera razionalmente questo problema quando affronta un problema di questo tipo e come possiamo migliorare il trattamento e renderlo più ragionevole.

Dal momento che la maggior parte delle persone ha paura della dipendenza da videogiochi e del disordine di gioco, potrebbe rendersi conto dei potenziali sintomi della dipendenza da gioco, senza sapere come affrontarla.

È meglio per noi capire cosa potrebbe rendere la gente tossicodipendente e come evitare alcune situazioni peggiori.

parole chiave:

Disturbo del gioco Dipendenza da gioco, social media, visualizzazione dei dati, multi-esperienza dei dati, Cyber World



Photo :
https://wccftech.com/gaming-addiction-disorder-recognized-who/



CH. 01

BACKGROUND
INTRODUCTION

What Is Game Disorder

How It Can Be So Harmful

The Meaning Of This Project

Project Procedures

1.1 - What is Game Disorder



Gran Trak 10 of 1974
The first racing video game

Gaming disorder is characterized by a pattern of persistent or recurrent gaming behavior ('digital gaming' or 'video-gaming'), which may be online (i.e., over the internet) or offline, manifested by:

1. Impaired control over gaming (e.g., onset, frequency, intensity, duration, termination, context);

2. Increasing priority is given to gaming to the extent that gaming takes precedence over other life interests and daily activities;

3. Continuation or escalation of gaming despite the occurrence of negative consequences. The behavior pattern is of sufficient severity to result in significant impairment in personal, family, social, educational, occupational, or other important areas of functioning.

The pattern of gaming behavior may be continuous or episodic and recurrent. The gaming behavior and other features are normally evident over at least 12 months in order for a diagnosis to be assigned, although the required duration may be shortened if all diagnostic requirements are met and symptoms are severe.

Photo :https://www.driving.co.uk/s3/st-driving-prod/uploads/2014/10/racing-game.jpg

Glossary:

WHO
The World Health Organization is a specialized agency of the United Nations that is concerned with international public health. It was established on 7 April 1948, and is headquartered in Geneva, Switzerland.<1>

ICD-11
The International Classification of Diseases (ICD-11) is a global categorization system for physical and mental illnesses published by the World Health Organization (WHO).<2>

DSM-5
The Diagnostic and Statistical Manual of Mental Disorders, Fifth Edition (DSM-5) is the 2013 update to the Diagnostic and Statistical Manual of Mental Disorders, the taxonomic and diagnostic tool published by the American Psychiatric Association (APA). Compared to ICD-11, DSM-5 has a rather narrow scope focused on North America.<3>

Compulsion loop
A cycle of activities that involve rewarding the player and driving them to continue through another cycle, retaining them in the game.<4>

PVP Questionnaire
PVP Questionnaire is a scale measured by using a survey containing nine yes-or-no questions. It is designed to measure the disorder commonly referred to as video game addiction. It was presented as a quantitative measure, not as a diagnostic tool.<5>

Flow (psychology)
In positive psychology, a flow state, also known colloquially as being in the zone, is the mental state of operation in which a person performing an activity is fully immersed in a feeling of energized focus, full involvement, and enjoyment in the process of the activity. In essence, flow is characterized by complete absorption in what one does, and a resulting loss in one's sense of space and time.Named by Mihály Csíkszentmihályi in 1975.<6>

Skinner box
An operant conditioning chamber permits experimenters to study behavior conditioning (training) by teaching a subject animal to perform certain actions (like pressing a lever) in response to specific stimuli.<7>

<1>https://en.wikipedia.org/wiki/World_Health_Organization
<2>https://icd.who.int/browse11/l-m/en
<3>https://en.wikipedia.org/wiki/DSM-5
<4>https://en.wikipedia.org/wiki/Compulsion_loop
<5>https://en.wikipedia.org/wiki/Problem_Video_Game_Playing_Questionnaire
<6>https://en.wikipedia.org/wiki/Flow_(psychology)#cite_note-Csikszentmihalyi1990-1
<7> https://en.wikipedia.org/wiki/Operant_conditioning_chamber

1.2 - How it can be so harmful



Photo :
https://www.4gamers.com.tw/news/detail/35295/who-adds-video-game-addiction-as-menta-health-disorder

The phenomenon of indulging in video games is called game addiction, which is characterized by excessive or compulsive game behaviors that lead to affecting an individual's function in much healthy life, which also known as game disorder or internet game disorder' (Van Rooij, Schoenmakers, Vermulst, van de Eijnden, & van de Mheen,2010).

Several previous studies have shown that the problem came out with video game associated with high levels of depression, lower academic achievement, and specific conduct problems (Lemmens, J. S., Valkenburg, P. M., & Gentile, D. A.,2010). Primarily based on the study of video game addiction among adolescents, Associations With Academic Performance and Aggression, the result showed that that addiction is associated with adjustment problems such as school performance and aggressive attitudes and behaviors (Hauge, M. R., & Gentile, D. A. ,2003). However, there are still amount of controversial discussion among the media, the news, the medical community, and the society, almost all sorts of digital mediums and traditional mediums.

The most apparent phenomenon happened during the time of the event which the WHO (World Health Organization) included "game disorder" in the International Classification of Diseases (abbreviation: ICD-11) in June 2018 and officially approved this inclusion at the 72nd World Health Assembly in 2019, but the American Academy of Psychiatry believed that the available evidence is insufficient to prove that game addiction is a mental illness and refused to include game addiction in the Diagnostic and Statistical Manual of Mental Disorders (abbreviation: DSM) (Grant, J. E., Atmaca, M., Fineberg, N. A., Fontenelle, L. F., Matsunaga, H., Janardhan Reddy, Y. C., ... & Woods, D. W.,2014). So far, social organizations including the US ESA, the Canadian ESAC, the European

ESDF, the ISFE, the ESA (European Space Agency), the South African IESA, the Australian iGEA, the Korean K-Games and the UK UKIE, as well as game companies like Blizzard, EPIC, Riot Games, etc. expressed their opposition to the behavior of the WHO to include game disorder.

Whether Game disorder can be prematurely considered to be a severe mental illness or not, the more serious problem is that based on the official status of the World Health Organization, this initiative will not only have a significant social impact but also lead people who do not understand the real situation to reflect on the consequences.

On the other hand, several previous studies have shown that video game also brought benefits to those people who were once depressed and lack of confidence, particularly for those disabilities (Granic, I., Lobel, A., & Engels, R. C.,2014). According to the mass information communication, we can see that we competed in

judging the value of the addictive features of the game, start a moral debate, and at the same time eagerly hope to achieve a large-scale expansion of the game industry, but we missed those advantages that game indicates (McGonigal, J.,2011). Thus, why do we need to put them as a position of the source of addiction and behavioral disorders so firmly , especially video games are not entirely noxious or harmful, and also in line with people's natural needs.

Briefly, from previous studies, we can see that one of the critical factors to distinguish the advantages and disadvantages of video games lies in the people's behaviors in games, the disadvantage of game addiction is manifested in the contradiction between the consumption of time and the virtual world.We might create a virtual world and interact with objects in a game world, but the players themselves always live in a physical world. No matter how great achievements

and happiness have been achieved in the game, primarily most of them are based on virtual item rewards and have few influences on reality, though those rewards could bring great spiritual satisfaction indeed. As players do not feel the flow of time, physical time still running and would not slow down because of your immersive experience in the video game (Csikszentmihalyi ,1988).

Since spiritual feedback and rewards do not provide material support in the real world. After a while, the player could think that he has missed a few episodes of real life and simultaneously has negative emotions of guilt, fear, anxiety, and self-hatred. There were extreme cases that some players are indulged in the world of video games, completely ignoring the biological needs of their reality, leading to obstacles in all aspects of real life, and death.

CNN News website reported a 32-year-old man was found dead in an Internet cafe in Taiwan after a marathon three-day gaming binge, which is the island's second death of an online gamer in January 2015. Similarly, in March 2019, the BBC News website reported on the reflections of game addicts, in which Sean (a pseudonym) told the BBC Victoria Derbyshire program how online addiction affected his life and led him Lost family and work.

This phenomenon that happens during gaming and unfortunate accidents verified the argument of some previous studies that specific negative influence appeared during the time of gaming. However, due to evidence was insufficient, and lack of core criteria for testing, the discussion around video game is still existing. All of these supported the deduction of Beard & Wolf, that the specific diagnostic criteria for Internet addiction disorder should be considered necessary but not sufficient for internet addiction(Young, 2009).

1.3 - The meaning of this project



Source :
<1> https://www.psychsearch.net/chinese-psychiatrist-yang-yongxin/

Photo :
https://supchina.com/2018/06/22/who-says-gaming-addiction-is-a-disease-will-chinas-dodgy-internet-detox-clinics-reap-the-benefit/

Although there have been so many reports about the video game addiction, we merely check the news and still know little about internet game disorder, not to mention the players can get rid of this situation.

With the increasing number of video game players in the world and the advancement of digitalization process, the virtual world will become ever more significant, more and more players will be involved into this digital culture society . It is essential for adolescents to be able to identify and respond to negative effects in video games (Jenkins, 2009).

The public considered that people who are thought to be addicted to video games need appropriate treatments to get rid of the poison of video games. In China, internet gamed addiction was considered to be harmful to physical and mental healththere in early 2000s, several rehabilitation centers treated video game addiction

by using non-humanitarian treatments such as violence and electric shock to "cure" their "patients." For example, a pair of Chinese parents who believed that game addiction is a real disease cannot help their children get rid of this disease, then they could ask the rehabilitation center clinic to help them make their children more obedient and well-behaved. Therefore, such rehabilitation centers surged a few years ago; the most well-known of these is Yu Zhang School and Professor Yang Yongxin of the Fourth People's Hospital of Shandong Province<1>. Professor Yang Yongxin made children obedient via electric shock as well as Yu Zhang School used exceedingly terrible corporal punishment. It is not difficult to predict that once the game addiction was officially included in mental illness, various similar abnormal treatments and institutions highly tended to obtain the opportunity of "development."

The public need to understand the impact of

internet game disorder, whch kinds of video games could cause addictive behavior? What measures should be taken in the face of addictive behavior? How to distinguish whether or not players are addicted, and addictive behaviors often occur in what circumstances.

1.4 - Project Procedures

What should we do when we face the problem of video game addiction? How to make us think more about the game disorderv is the core of this project. The project analyzes official reports and mass media concerns about video game addiction through social media and news sites to find possibilities that can be designed.

1) Collect data sets from different platforms and start the first round of data filtering (Google, Youtube, Steam, BBC, Twitter, etc.). Consider the influence of different media, the corresponding time in each phase, and the attitude of the mass media to game addiction.

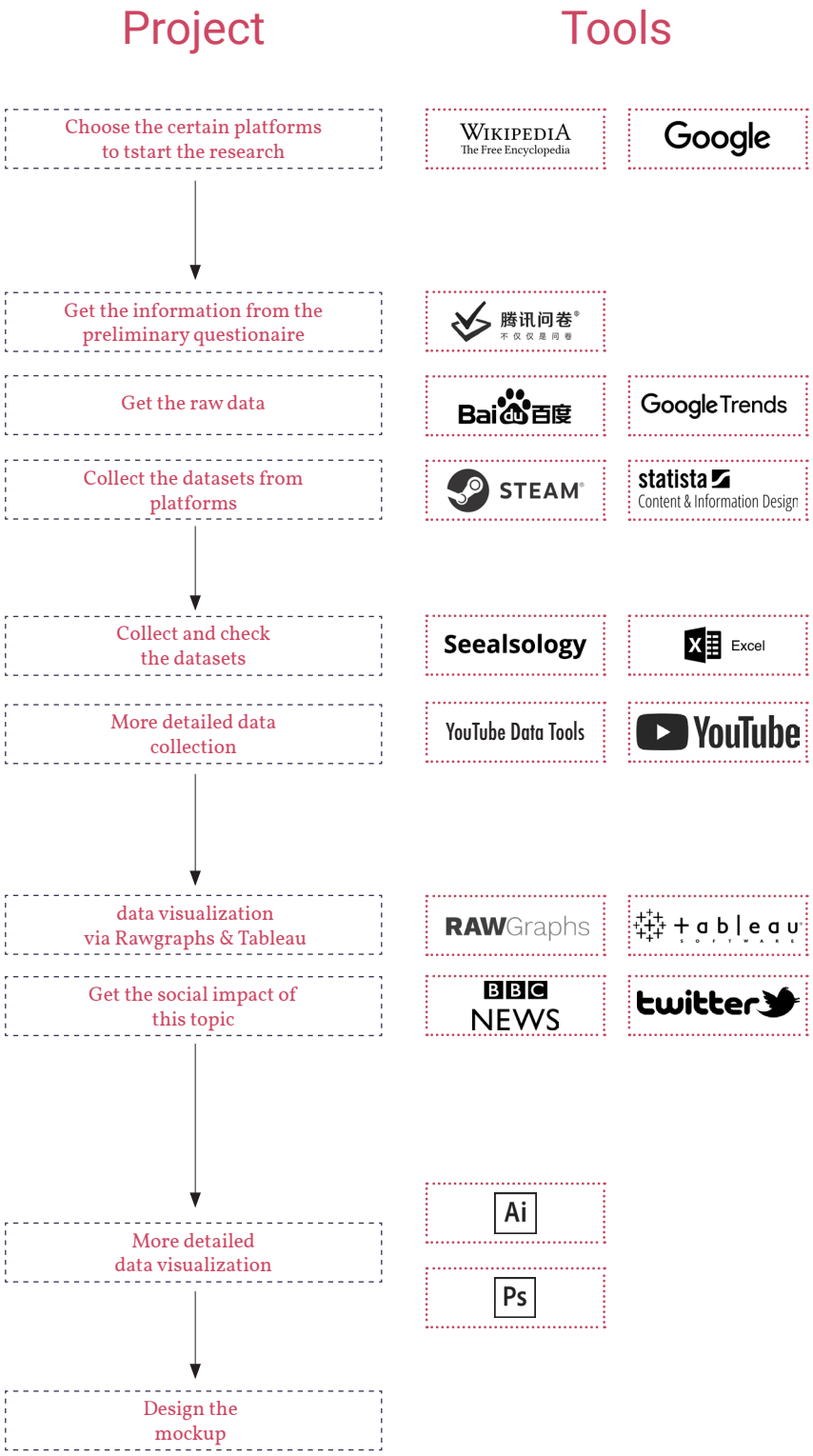
2) Use Questionnaire to analyze people's perceptions of game addiction and analyzes questionnaire data to make visualizations.

3) Collect data from news media and social platform, try to define the problem again based on the previous research analysis, and prepare for further research analysis and design.

4) Based on the problems to design a more detailed visualization chart.

5) Design a shared analytics platform based on issues and possible opportunities, giving the public a tentative website to understand the problem.

Photo :
https://supchina.com/2018/06/22/who-says-gaming-addiction-is-a-disease-will-chinas-dodgy-internet-detox-clinics-reap-the-benefit/


Project
Tools
Choose the certain platforms to tstart the research
Get the information from the preliminary questionaire
Get the raw data
Collect the datasets from platforms
Collect and check the datasets
More detailed data collection
data visualization via Rawgraphs & Tableau
Get the social impact of this topic
More detailed data visualization
Design the mockup
WIKIPEDIA The Free Encyclopedia
Google
腾讯问卷
Baidu 百度
Google Trends
STEAM
statista Content & Information Design
Seealsology
Excel
YouTube Data Tools
YouTube
RAWGraphs
+ableau
BBC NEWS
twitter
Ai
Ps

CH. 02

WHY IT MATTERS

Research Introduction

Queries

Preliminary Results



Photo :
https://www.google.com/url?sa=i&source=images&cd=&ved=2ahUKEwivpJGdvJTjAhUrMuwKHRpKCuYQjRx6BAgBEAU&url=http%3A%2F%2Fwww.0759ms.com%2Fhtml%2Fremen%2F551.html&psig=AOvVaw2leFhzhm4Dtyz_-EWCqD-8&ust=1562096231748221



2.1 - Research Introduction

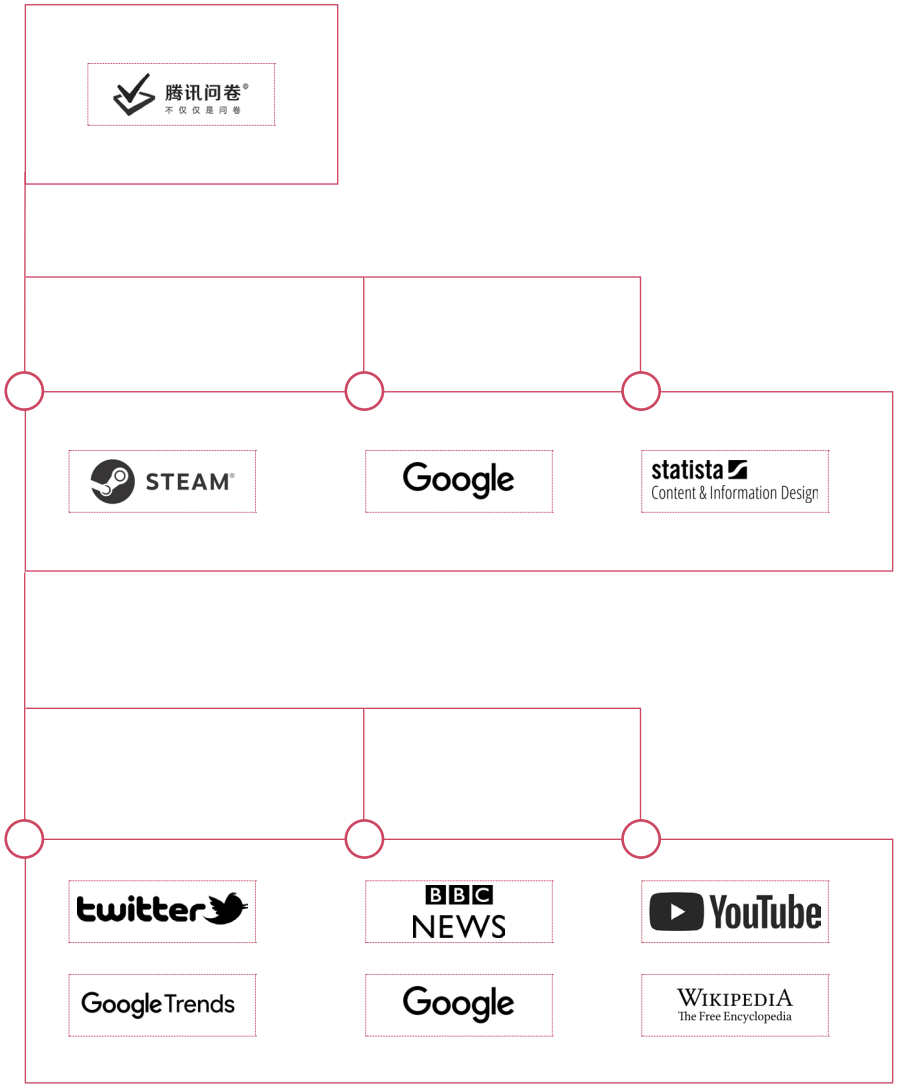
The exceptional perspective has been shown via Latour; once you can get information as bores, bytes, modem, sockets, cables and so on, you have actually a more material way of looking at what happens in Society. Virtual Society thus is not a thing of the future; it is the materialization, the traceability of Society. It renders visible because of the obsessive necessity of materializing information into cables, into data (Latour, 1998).It was undoubtedly significant for scholars to extend their studies towards game addiction through the growing tangible way of collective actions which has been significantly related to big data. Creatively repurposing the traces and the methods inscribed in digital objects is the aim of an emerging approach that has come to be known as digital methods (Venturini, T., Bounegru, L., Gray, J., & Rogers, R., 2018).

However, before using big data analysis, it was necessary to understand the behavioral attributes of the target group. Therefore, we used online questionnaires to observe the potential needs of gamers in playing video games and discover their understanding of the game disorder and video game addiction.

As the initial data collection and analysis of the project, the questionnaire was collected in two ways. As an online questionnaire can be distributed through the network, we can efficiently collect their preference for the game, so as to discover the length and frequency of online users who were playing video games; on the other hand, qualitative research is one of the most compelling research methods in the study of video game addiction and game disorder (Schivinski, B., Brzozowska-Woś, M., Buchanan, E. M., Griffiths, M. D., & Pontes,

H. M., 2018). The questions of the current research were mainly from the diagnostic criteria of IGD 9. Through the qualitative analysis, we can classify and rate the various emotions and states of the gamers when playing the game. The online questionnaire can conveniently collect the scores of the test filled via users in real time.

After the questionnaire research and analysis, the data collection was mainly obtained through two ways included the consultation agency and the network platform / the mass media data.



Level Boss

Photo :
https://www.google.com/url?sa=i&source=images&cd=&ved=2ahUKEwj7i-7igp7jAhVPzaQKHRPVCywQjRx6BAgBEAU&url=http%3A%2F%2Ftodaon.com.br%2Fum-desafio-assustador%2F&psig=AOvVaw3WBDnCZK2nMxYTeFCxGl0C&ust=1562424444493762

2.2 - Queries

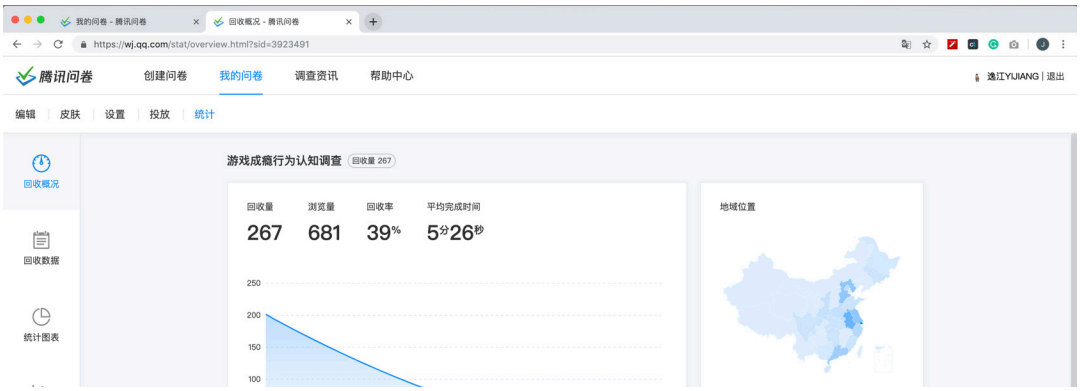


Figure2.2.1 Questionaire Online (Tecent Questionaire)

According to the previous studies of Dalbello's, because digital-humanities data are electronically searchable, scholars gain 'the ability to read the archive of core texts, together with their residual materiality from previous media contexts in order to produce intensive modes of engagement with particular documents, [and] groups of texts' (Ferrer, 2015), something practically impossible using the original (print) sources (DeLyser, D., & Sui, D., 2013).

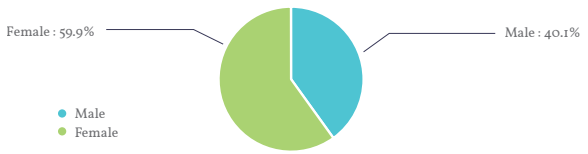
The primary purpose here was to figure out the players preferences for all aspects of the game, their control, and how often they play the game. This part of the questions was set around three questions, which group of people is the leading players of the game; The state of most players during the game; and what it means to them.

This is a questionnaire about the cognition of game addiction behavior (22/06/19 - 24/06/19)

Information of interviewees

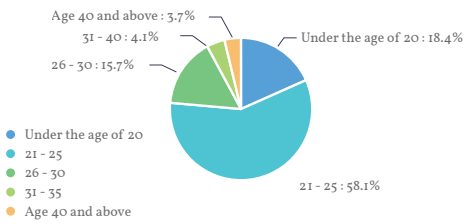
Gender

Male -	107	40.1%
Female	160	59.9%



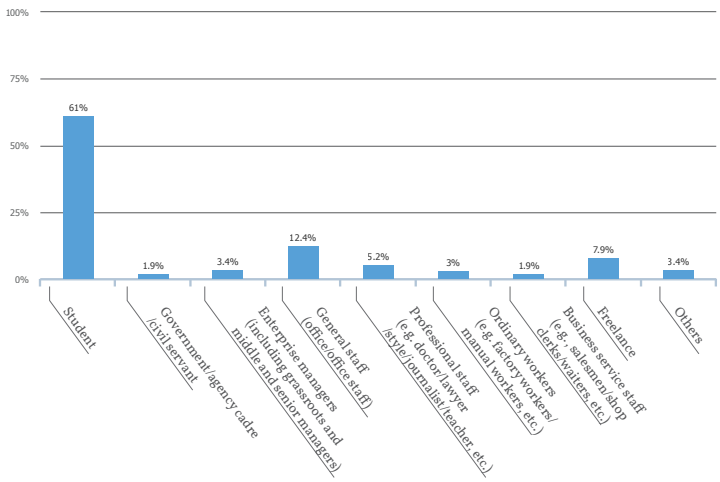
Age

Under the age of 20	49	18.4%
21 - 25	155	58.1%
26 - 30	42	15.7%
31 - 40	11	4.1%
Age 40 and above	10	3.8%



Occupation

Student	163	61.1%
Government/agency cadre/civil servant	5	1.9%
Enterprise managers (including grassroots and middle and senior managers)	9	3.4%
General staff (office/office staff)	33	12.4%
Professional staff (e.g. doctor/lawyer/style/-journalist/teacher, etc.)	14	5.2%
Ordinary workers (e.g. factory workers/manual workers, etc.)	8	3%
Business service staff (e.g., salesmen/shop clerks/waiters, etc.)	5	1.9%
Freelance	21	7.9%
Others	9	3.4%



LOGIC

PROPERTIES

RELATION

FREQUENCE

COMPARISON

OPINIONS

COMPARISON

ATTITUDE

GAM

5. Age of your game
Under 1 y
1 - 5 years
5- 10 year
Above 10
Others

8. What kind of gam
Casual ga
Strategy g
Competit
RPG
Racing ga
MMORPG
Sport gan
Others

9. What's your mood
Relaxatio
Tense
Serious
Happines
Anger
Nothing S
Others

FACT

NARRATIVE / SC
RELAXATION / I

Factors that affect h
Mechanis
Art style
Narrative
Game der
Social cor
Achievem
Excitemer
Relaxatio
Immersio
Collective

CON

12. Do you think gan
Positive
Negative

13. Do you have any
Definitily
Occasiona
Yes

14. Can you control y
Totally ca
Sometime
Generally
Definitily

ME AGE / TYPE / EMOTION

ear	34	12.7%
	89	33.3%
s	54	20.2%
years	83	31.1%
	7	2.6%

es do you usually play?

mes	116	43.5%
games	57	21.4%
ive games	154	57.7%
	40	15%
mes	33	12.4%
G	44	16.5%
ne	15	5.6%
	46	17.2%

d when you play games?

n	112	42%
	39	14.6%
	7	2.6%
s	58	21.7%
	2	0.8%
Special	41	15.4%
	8	3%

TORS MECHANISM / ART / OCIETY / ACIHEVEMENT / STIMULATE / MMERSION

ow you play a game

sm	(Least) 0 1 2 3 4 5 (Most)
	(Least) 0 1 2 3 4 5 (Most)
s	(Least) 0 1 2 3 4 5 (Most)
rivative	(Least) 0 1 2 3 4 5 (Most)
ntact	(Least) 0 1 2 3 4 5 (Most)
ment	(Least) 0 1 2 3 4 5 (Most)
nt	(Least) 0 1 2 3 4 5 (Most)
n	(Least) 0 1 2 3 4 5 (Most)
on	(Least) 0 1 2 3 4 5 (Most)
e habit	(Least) 0 1 2 3 4 5 (Most)

NTROL INFLUENCE

mes have more positive or negative effects on people?

	145	54.3%
	122	45.7%

problems that affect your daily life and work during gaming?

no	89	33.3%
ally	153	57.3%
	25	9.4%

yourself when gaming affect your daily life?

n't	8	3%
es can	31	11.6%
can	121	45.3%
can	107	40.1%

TIME DAY / HOW LONG

4. Have you played video games recently?-

Everyday	80	30%
‘ Every week	54	20.2%
Sometimest	99	37.1%
Not yet, but interested	3	1.1%
Not interest	31	11.6%

6. Your average game time per day?

Under 1 hour	126	47.2%
1 - 2 hours	71	26.6%
2 - 4 hours	37	13.9%
4 - 6 hours	11	4.1%
6 - 8 hours	0	0%
Above 8 hours	3	1.1%
Others	19	7.1%

9. When do you play video games?

Commuting	33	12.4%
Working time	12	4.5%
Meal time	35	13.1%
At home after work	79	29.6%
Before sleeping	130	48.7%
Resting during weekend	139	52.1%
Class time	16	6%
After time	92	34.5%
Others	49	18.4%

10. How long did your longest game take?

Under 10 hours	64	24%
10 - 100 hours	51	19.1%
100 - 500 hours	62	23.2%
500 - 1000 hours	40	15%
1000 - 2000 hours	17	6.4%
Above 2000 hours	33	12.4%

GAME DISORDER ATTITUDE

15. Do you know Game Disorder / Video Game Addiction?

Yes	143	53.6%
No	124	46.4%

16. Your opinion towards Game Disorder / Video Game Addiction?

Fully supported, (it is an international mental illness)	97	36.3%
Not entirely. (It can have an impact on life, but it doesn't qualify as a disease)	138	51.7%
Objection (It should not be classified as a disease, there is no suitable reason)	23	8.6%
Others	9	3.4%

17. Is there anyone aroundy you addicted to video games?

Yes	122	45.7%
No	145	54.3%

18. What measures will you take for those addicted to gaming?t

Persuade / Advise / Talk	80	30%
Reward and punish	28	10.5%
Introduce to other activities	187	70%
Contact psychologist	45	16.9%

Amused to Nowhere, But Cyber World.

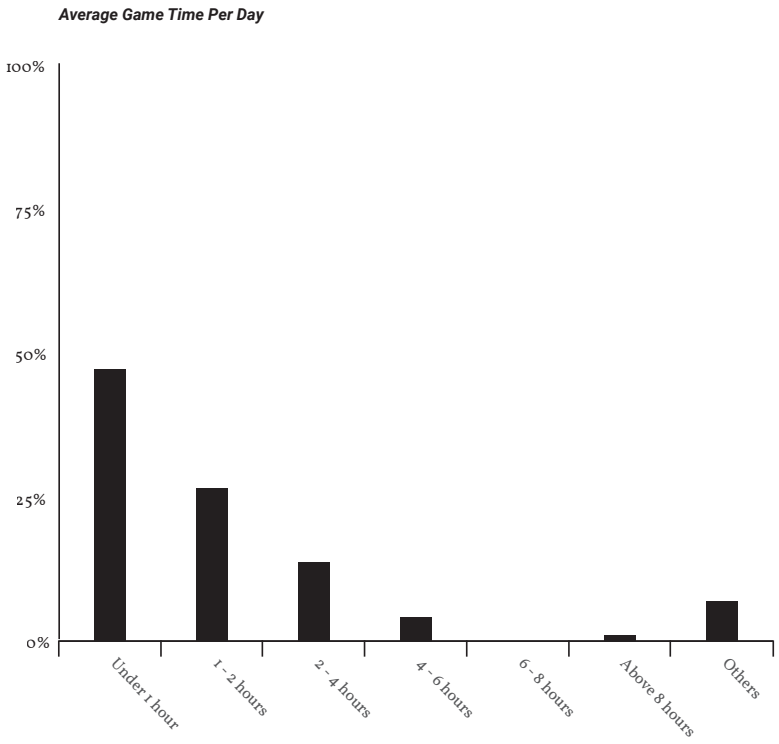


Figure 2.2.2 Average Game Time Per Day

The questionnaire was distributed through the Tencent questionnaire platform, with a total of 681 page views, of which 267 were validly collected. The people completing the questionnaire was not limited to the student population, but also including factory workers, business service staff, entrepreneurs, experts, and scholars.

In the diagnosis of game disorder/video game addiction, variable time is one of the most visible measures that is currently widely recognized by the public and experts. According to figure 2.2.2, 47.2% of the people thought that their average daily game time is no more than one hour in real life; the number of people who play no more than four hours accounts for 18% of the surveyed population; that is to say, more than half of the people playing video games within a reasonable range of game duration. Also, it should not be overlooked that 1.1% of the people still have more than 8 hours of a game played per day. Those

players who played too much every day need to pay attention to whether the game would affect their lives. The reality is that as people show addictive behavior in the process of playing video games, they would often spend more time in a particular video game for a while. Which can be seen from the figure 2.2.3 is that for a particular game with the longest time, 12.4% of the players would spend more than 2,000 hours in the game, which proved the increasing attraction and influence of the game

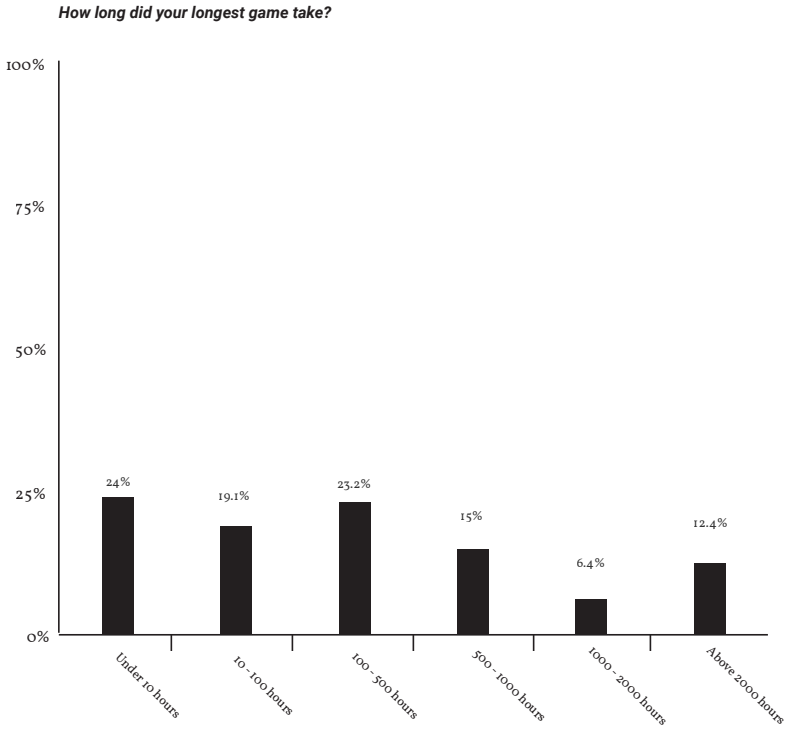


Figure 2.2.3 How long did the player's longest game take

on people, and the strength was getting stronger, 76% of the surveyed people would spend more than 100 hours on a particular game.

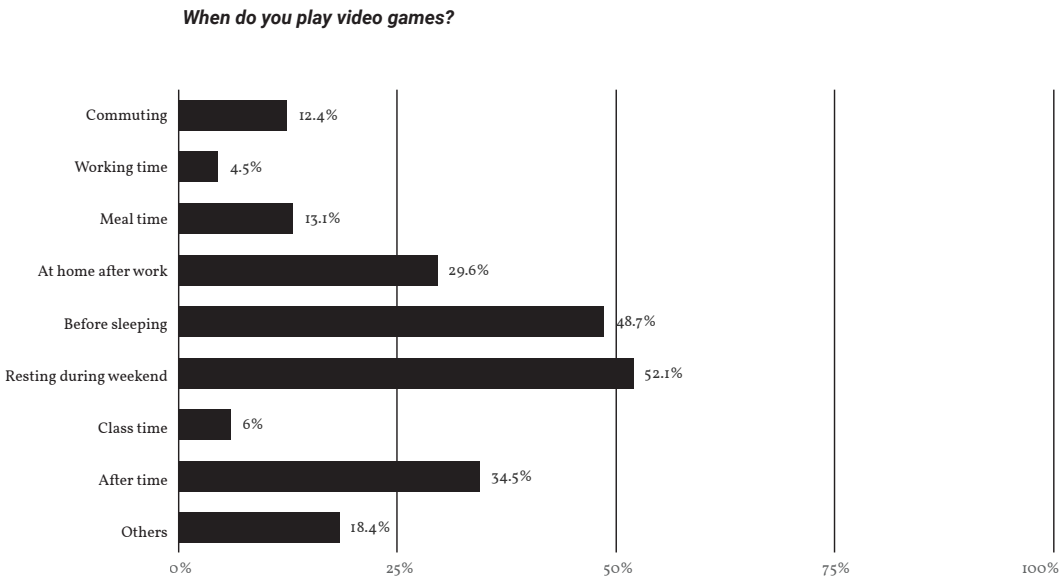
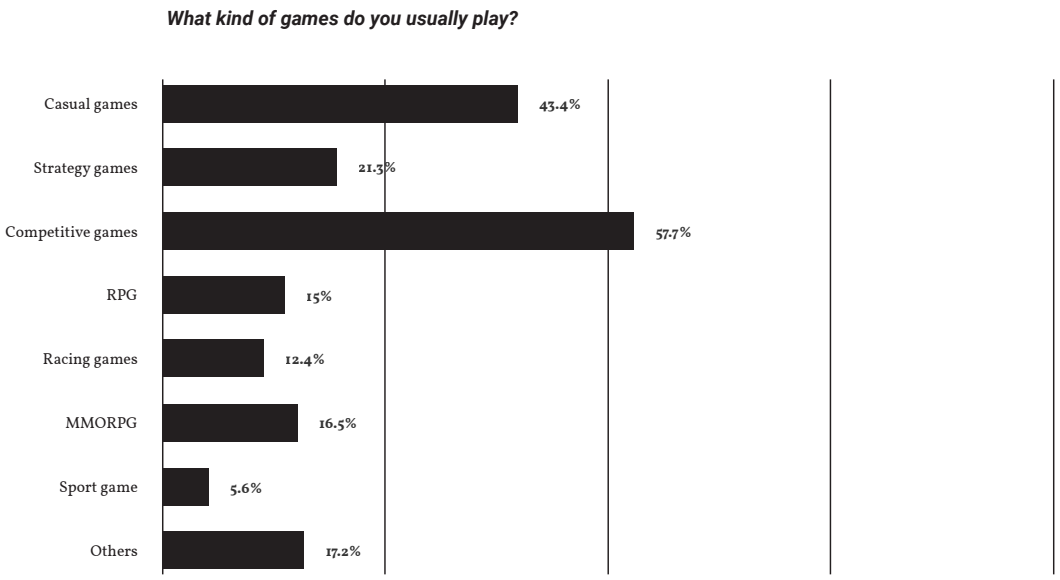


Figure2.2.4 When did the users play video game

It has been represented via figure 2.2.4 that most people can choose the right time for video games in their daily lives. They usually tended to play games on weekends or in the evening of weekdays. However, there were more than 10% of the people would choose to play games during working hours or class time. According to the previous three bar graphs analysis, to some extent, the result is similar to the previous research studies, the current number of video game players has a broad base, and there could be a potential group of people who took too long on video game, but this possibility often does not exceed 10%.



Feature 2.2.5 What kind of games did the users usually play

A video game has various forms. It can be classified into mobile phone terminal (ios, Android, WP), computer terminal, host terminal (Sony PS4, Microsoft XBOX, Nintendo Switch), handheld console, arcade terminal, etc. Also, a Video game can be classified into RPG, ACT, MOBA, Sandbox Game, AVG, ACG, RTS. Each genre of the game creates a unique virtual world for its players. And this also provides different video game experiences. For instance, casual games such as Happy Cancellation, Angry Birds, usually give people a short time game experience. Most of these sorts of games have several small levels which could make players get a sense of accomplishment every time they pass each level. Another type of game like strategy game requires players to think about the actions and learn to grow in the game. This type of game includes Civilizations and The Sims.

RPG is an abbreviation for role-playing

games; this type of video game allows players to assume that they could be a character in a fictional story. When the players appear as an avatar in the game, they would have a strong sense of identity in the game world. This sort of game could promote the player to understand and immerse in the virtual world.

Competitive games can be regarded as one type of derivative of RPG; the player also has his identiy to one character in the game. And competitive games have been the type of game that most players love. In this kind of game, players can win through battles, and the forms of combat are varied. These include FPS (First Personal Shooting Game) games that fight through firearms and MOBA (Multiplay Online Battle Arena) game which players obtained a victory by destroying each other's base. In such a game, the protagonist is the player themselves, and the game is often full of changes because the opponent is a person, not

a set program or AI, players can not predict what might happen, it attracts them to keep starting a new game to get a thrilling experience. And this was also verified in later studies.

MMORPG (Massively Multiplayer Online Role-Playing Game) is another type of game originated from RPG. It allows players to contact and interact together. Due to its strong social attributes, this also makes MMORPG become one of the mainstream game types in the current game market.

According to figure 2.2.5, 57.7% of the people surveyed preferred the competitive type of game, that was more than half of them preferred games like League of Legend and PlayerUnknown's Battlegrounds.

Factors that affect why you play a game

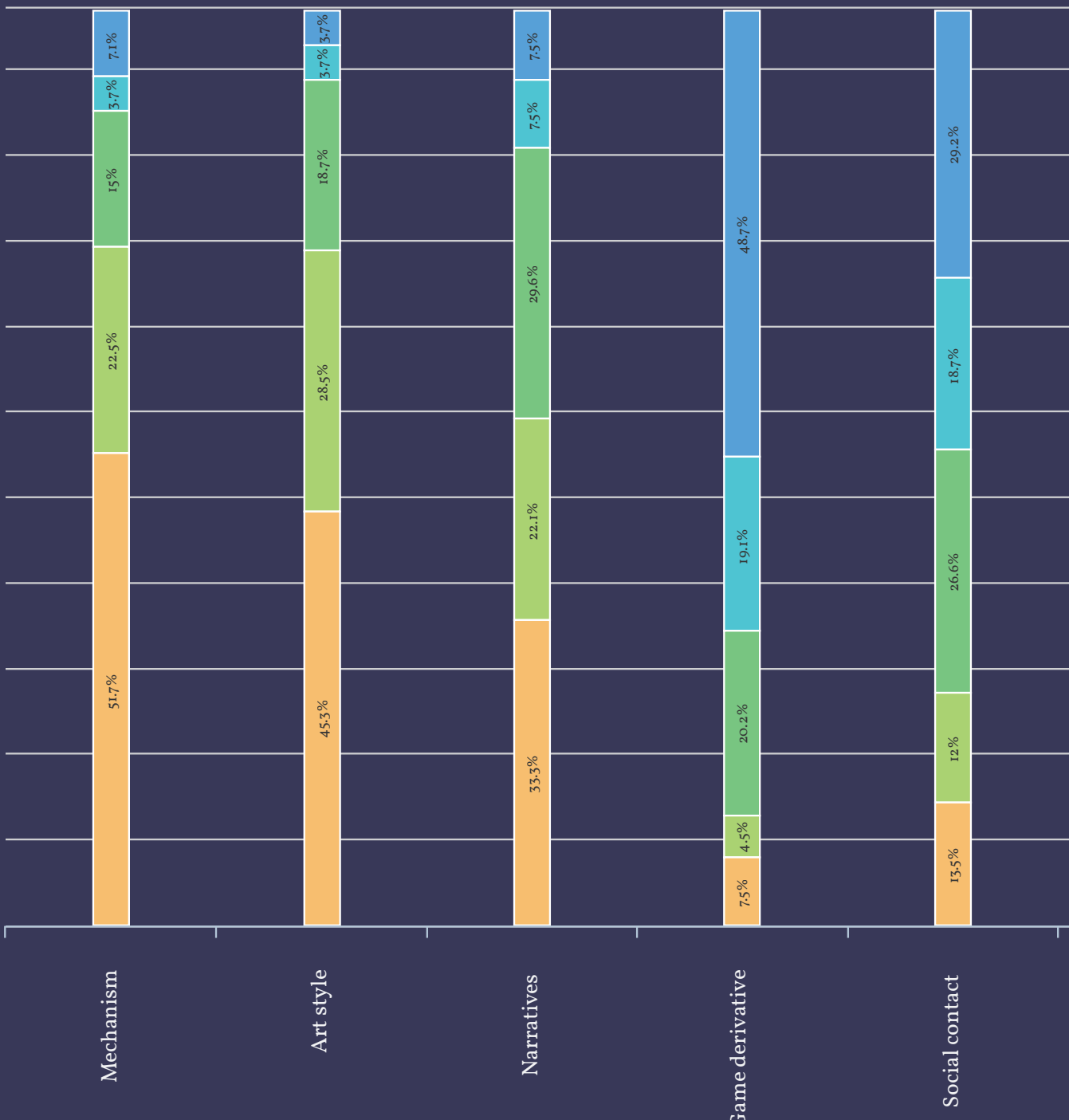
Factors	1	2	3	4	5
Mechanism	51.7%	22.5%	15%	3.7%	7.1%
Art style	45.3%	28.5%	18.7%	3.7%	3.7%
Narratives	33.3%	22.1%	29.6%	7.5%	7.5%
Game derivative	7.5%	4.5%	20.2%	19.1%	48.7%
Social contact	13.5%	12%	26.6%	18.7%	29.2%
Achievement	33.7%	29.6%	23.2%	4.9%	8.6%
Excitement	24%	28.5%	29.6%	10.1%	7.9%
Relaxation	42.7%	26.6%	25.5%	2.5%	3.4%
Immersion	36.3%	25.1%	23.2%	6.7%	8.6%
Collective habit	14.6%	11.6%	22.1%	18.4%	33.3%

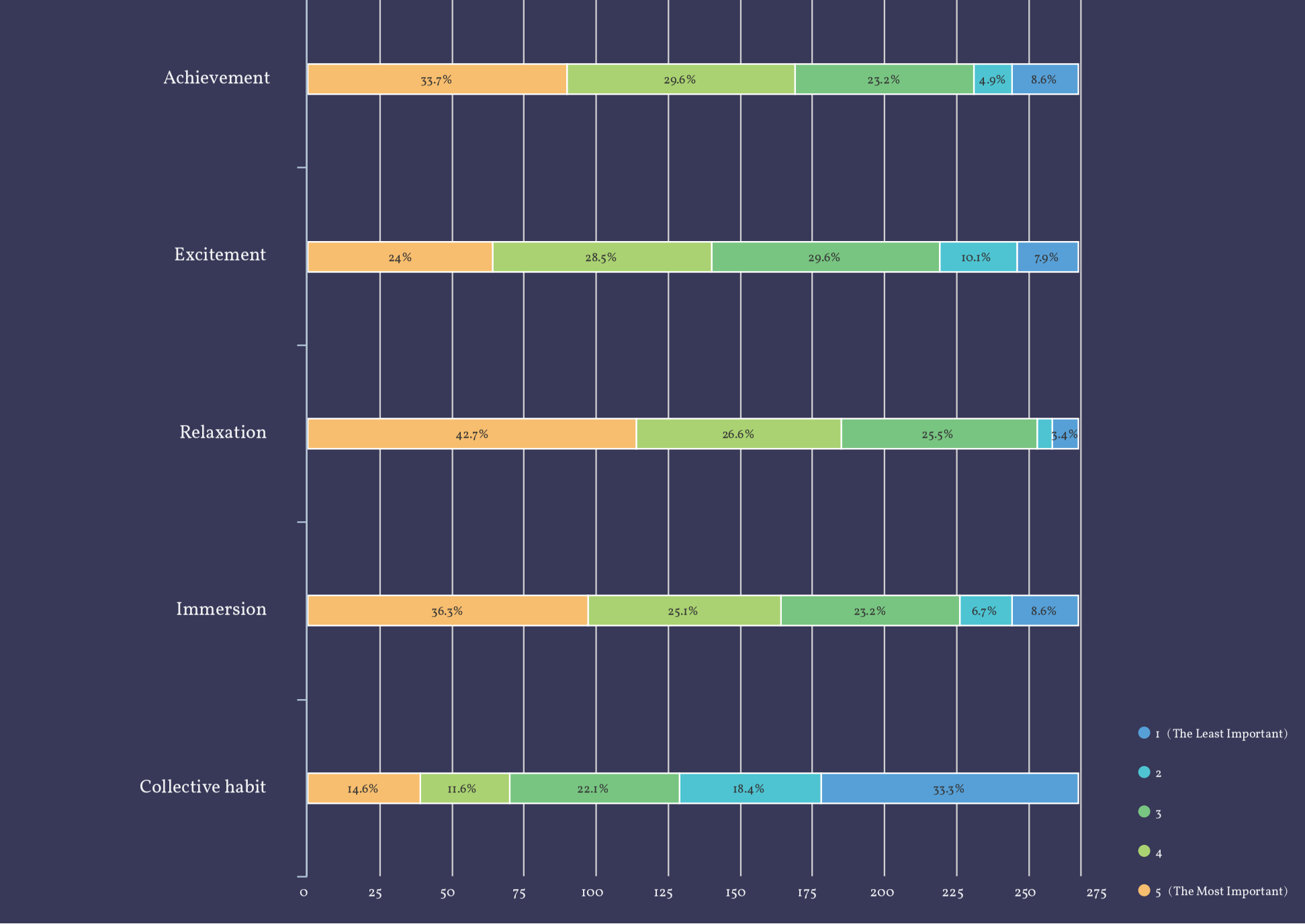
Feature 2.2.6 Questionaire Online (Tecent Questionaire)

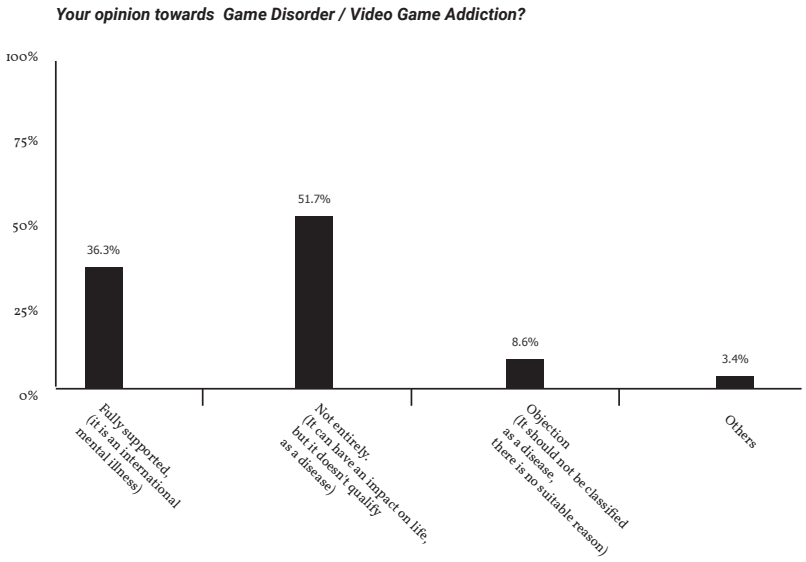
In the following surveys, we focused upon the main factors in the game, which are the most attractive for players to keep playing. From the survey (figure 2.2.6), it was found that the mechanism and artistic expression of the game is the key to whether a game is popular and from an emotional perspective, the sense of accomplishment, relaxation, and immersion that the player can obtain from the game is relatively more significant. Combined with previous questions, most people's favorite competitive games have fulfilled the needs of players' achievements and immersive experiences in many ways. The player will attend a specially designed route. Each step in the process will give the player a certain sense of accomplishment and excitement, thus guiding the player to continue to invest time unconsciously. Based on the designed level, players always have a secure experience of immersion and achievement.

FACTORS

MECHANISM / ART /
NARRATIVE / SOCIETY / ACIHEVEMENT / STIMULATE / RELAXATION / IMMERSION




Achievement
33.7%
29.6%
23.2%
4.9%
8.6%
Excitement
24%
28.5%
29.6%
10.1%
7.9%
Relaxation
42.7%
26.6%
25.5%
3.4%
Immersion
36.3%
25.1%
23.2%
6.7%
8.6%
Collective habit
14.6%
11.6%
22.1%
18.4%
33.3%
0
25
50
75
100
125
150
175
200
225
250
275
1 (The Least Important)
2
3
4
5 (The Most Important)



Feature 2.2.7 Opinion towards Game Disorder / Video GameAddiction

The last part of the questionnaire was about users' perceptions of game disorder and video game addiction. The number of positive people was close to 90% of the total number, and 51.7% of them thought that game addiction exists and would affect life in a particular influence, but not enough to be characterized as a mental illness. Besides, 8.6% of the respondents disagreed and believed that there was no suitable reason to classify them as a disease. Combined with another question about control, more than 85% of people can stay in control of the game and not be too immersed in the video game. It can be seen that most players in the game would still maintain a more rational attitude and view towards video game addiction.

2.3 - Preliminary Results



Feature 2.2.8 Questionaire Online (Tecent Questionaire)

In reality, people's relationship with video games is becoming more and more close. From previous studies, Nearly 90% of the 267 people surveyed used to play video games regularly, although video game addiction/game disorder was officially recognized by WHO as a mental illness (it will take a long time to practice and implement), we can still see that amount of people hold different opinions about game addiction. Here are more detailed discoveries:

1)More than 85% of people have spent more than one year in video games, and more than 30% of them have ten years of game age and above. That means video games can lead people to form long-term behaviors while guiding people to complete tasks step by step.

2)From the perspective of the game duration, the results were positive. Similarly to WHO and scholars' announcement, they believed that game addiction does exist, but there were no more than 8% of players might have game disorder diseases.

3)In terms of games, the full game screen and rhythm are more attractive to players. Most players also liked to play competitive games and casual games.

4)The Players started to understand the adverse effects of game addiction and begin to pay attention to the game disorder. But there were few ways and measures to help players solve this problem.

Therefore, we can't just take the time invested in the game as the only variable, but also pay attention to the game addiction itself and understand the public's awareness of the game addiction.



Photo :
https://cdn.mamamia.com.au/wp/wp-content/uploads/2019/06/03074311/teen-boy.jpg



CH. 03

DATA VIZ
& INFO GRAPHIC

Processing The Data

Data Viz (1)

Brief Summary

Data Viz (2)

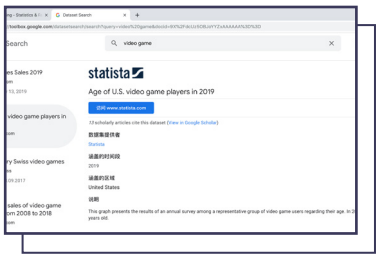
Brief Summary

Insights

Preliminary Results

Google Dataset Search





Statista Data

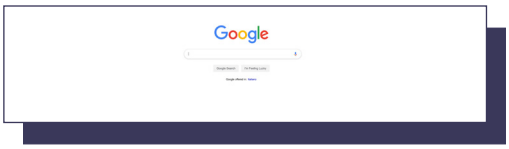


STEAM



Steam Data



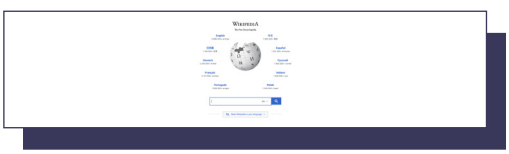


Google search



Google Search







Wikipedia

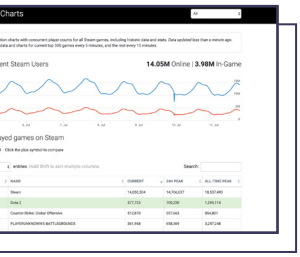


Feature 3.1.1 Data

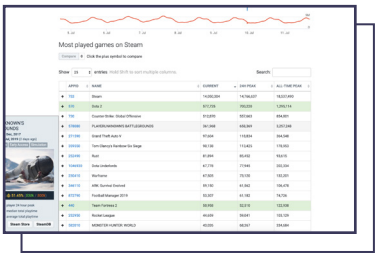
3.1- Processing the Data

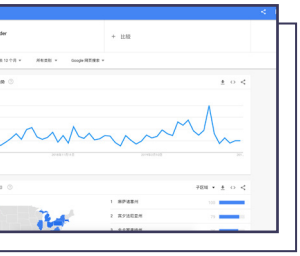


Official Date

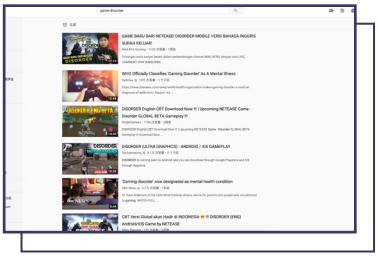


Most played games

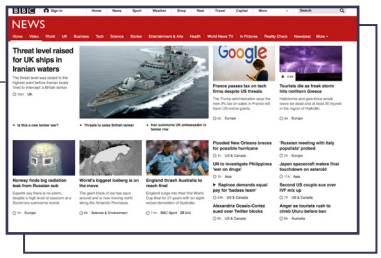




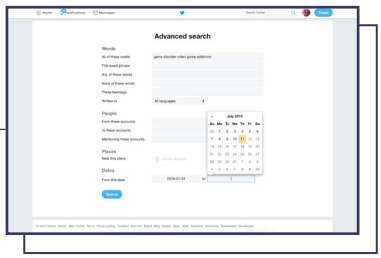
Google Trend



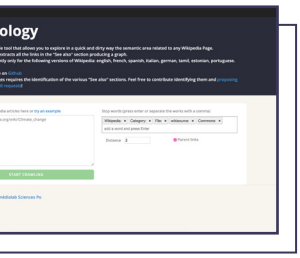
Youtube Rank



BBC News



Twitter search

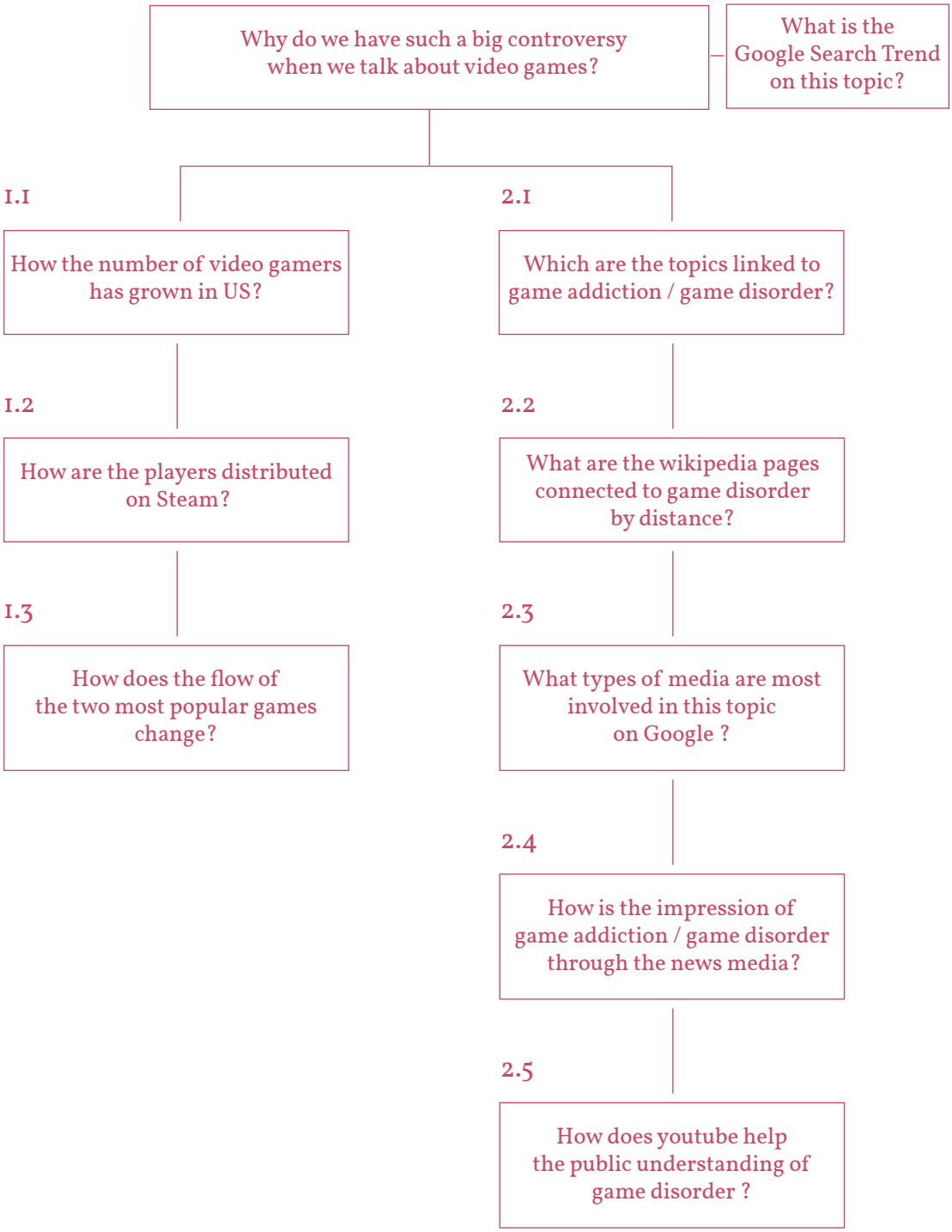


Wikipedia Seeds

visualisation work flow

Amused to Nowhere, But Cyber World.

ROAD MAP



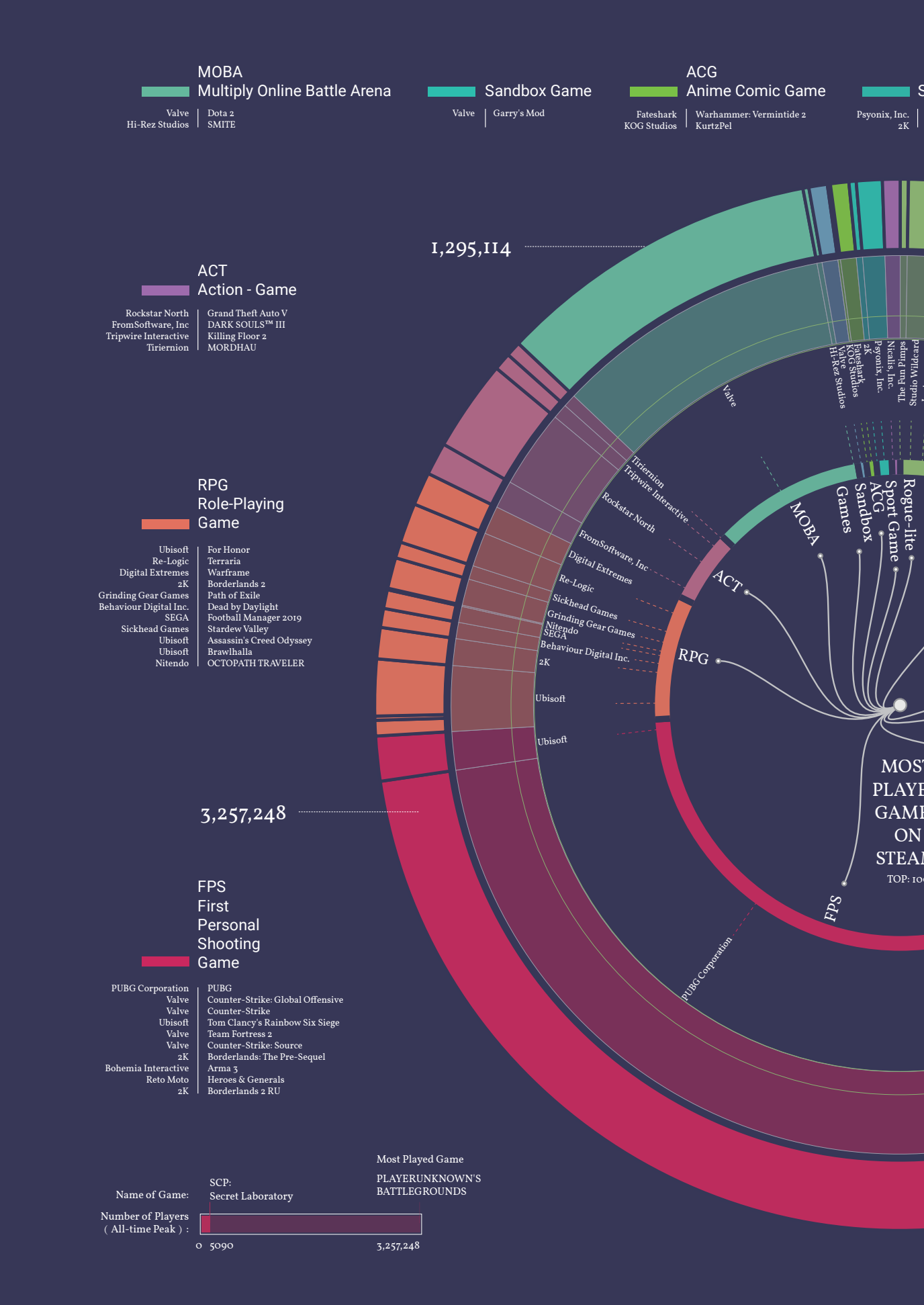
Feature 3.2.1 Data visualisation road map

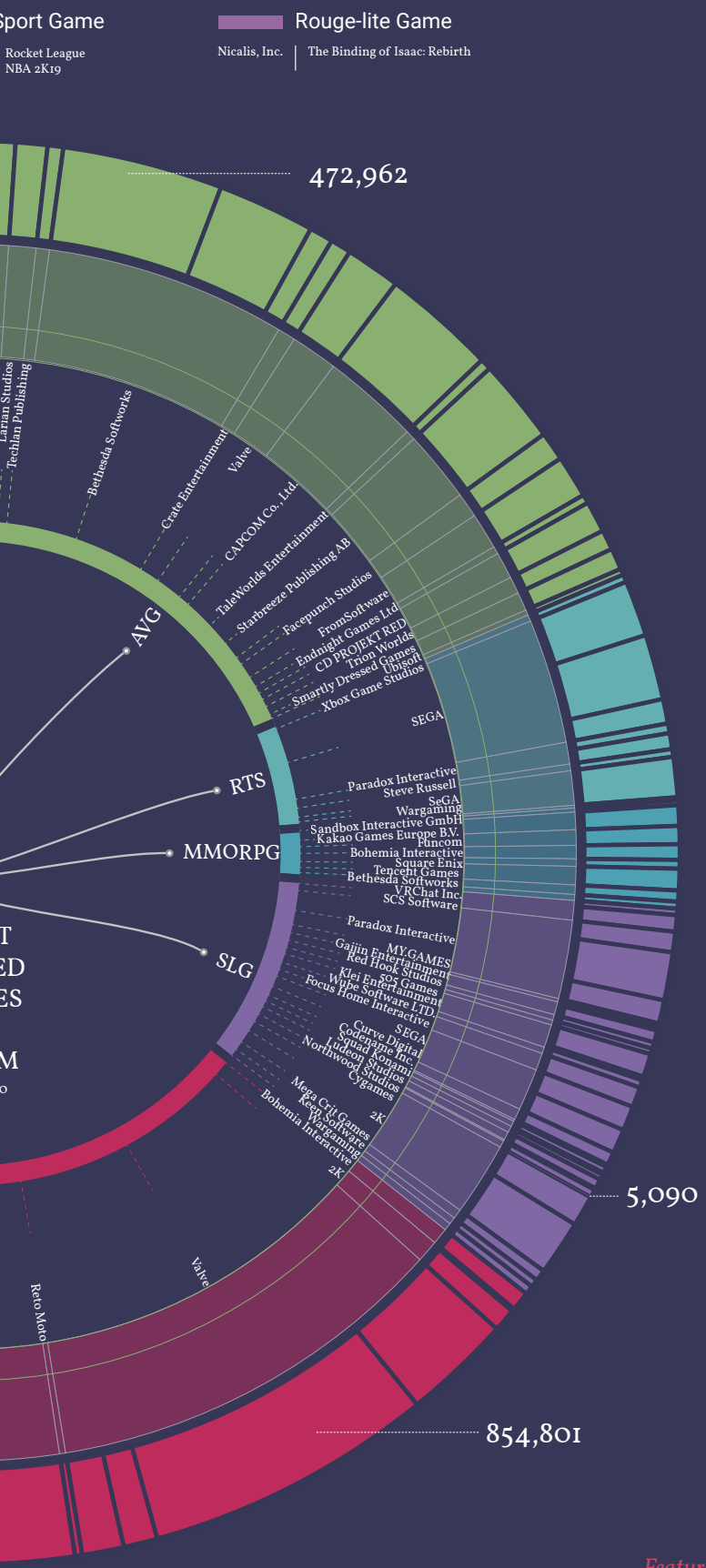
3.2.1 - Data Viz

How Did
Video Gamers Change

YEAR
2013
2014
2015
2016
300
250
200
150
100
50
0
248.7
252.7
258.1
262.2
111.9
121.3
113.5
107.5
129.3
147.6
164.9
180.4
136.8
131.4
144.5
154.7
Number of Mobile Phone Users (Male)
Number of Mobile Phone Users (Female)
Total Users
Number of Mobile Phone Users (Male)
Number of Mobile Phone Users (Female)
Total Users
Number of Mobile Phone Users (Male)
Number of Mobile Phone Users (Female)
Total Users
Number of Mobile Phone Users (Male)
Number of Mobile Phone Users (Female)
Total Users

Feature 3.2.1.1 How the number of video gamers has grown in US?


MOBA
Multiply Online Battle Arena
Valve | Dota 2
Hi-Rez Studios | SMITE
Sandbox Game
Valve | Garry's Mod
ACG
Anime Comic Game
Fateshark | Warhammer: Vermintide 2
KOG Studios | KurtzPel
Psyonix, Inc. | S
2K
ACT
Action - Game
Rockstar North | Grand Theft Auto V
FromSoftware, Inc | DARK SOULS™ III
Tripwire Interactive | Killing Floor 2
Tiriernion | MORDHAU
RPG
Role-Playing
Game
Ubisoft | For Honor
Re-Logic | Terraria
Digital Extremes | Warframe
2K | Borderlands 2
Grinding Gear Games | Path of Exile
Behaviour Digital Inc. | Dead by Daylight
SEGA | Football Manager 2019
Sickhead Games | Stardew Valley
Ubisoft | Assassin's Creed Odyssey
Ubisoft | Brawlhalla
Nitendo | OCTOPATH TRAVELER
FPS
First
Personal
Shooting
Game
PUBG Corporation | PUBG
Valve | Counter-Strike: Global Offensive
Valve | Counter-Strike
Ubisoft | Tom Clancy's Rainbow Six Siege
Valve | Team Fortress 2
Valve | Counter-Strike: Source
2K | Borderlands: The Pre-Sequel
Bohemia Interactive | Arma 3
Reto Moto | Heroes & Generals
2K | Borderlands 2 RU
1,295,114
3,257,248
Valve
Tiriernion
Tripwire Interactive
Rockstar North
FromSoftware, Inc
Digital Extremes
Re-Logic
Sickhead Games
Grinding Gear Games
Nitendo
SEGA
Behaviour Digital Inc.
2K
Ubisoft
Ubisoft
PUBG Corporation
MOBA
ACT
RPG
FPS
Games
Sandbox
ACG
Sport Game
Rogue-lite
MOST
PLAYE
GAME
ON
STEA
TOP: 10
Most Played Game
PLAYERUNKNOWN'S
BATTLEGROUNDS
Name of Game:
SCP:
Secret Laboratory
Number of Players
(All-time Peak) :
0
5090
3,257,248



AVG Adventure Game

Bethesda Softworks	Fallout 4
CAPCOM Co., Ltd.	MONSTER HUNTER: WORLD
Bethesda Softworks	The Elder Scrolls V: Skyrim
Starbreeze Publishing AB	PAYDAY 2
Valve	Left 4 Dead 2
FromSoftware	Sekiro™: Shadows Die Twice
Studio Wildcard	ARK: Survival Evolved
Larian Studios	Divinity: Original Sin 2
CD PROJEKT RED	The Witcher 3: Wild Hunt
Facepunch Studios	Rust
Bethesda Softworks	The Elder Scrolls V: Skyrim Special Edition
Smartly Dressed Games	Unturned
Crate Entertainment	Grim Dawn
Trion Worlds	Trove
Techlan Publishing	Dying Light
TaleWorlds Entertainment	Mount & Blade: Warband
The Fun Pimps	7 Days to Die
Endnight Games Ltd	The Forest
Ubisoftt	Watch_Dogs 2

RTS Real-Time Strategy

SEGA	Total War: THREE KINGDOMS
SEGA	Company of Heroes 2
SEGA	Total War: ROME II - Emperor Edition
SEGA	Total War: WARHAMMER II
Paradox Interactive	Hearts of Iron IV
Paradox Interactive	Europa Universalis IV
Steve Russell	Spacewar
Xbox Game Studios	Age of Empires II: HD Edition
Wargaming	World of Warships

MMO Massively Multiplayer Online Game

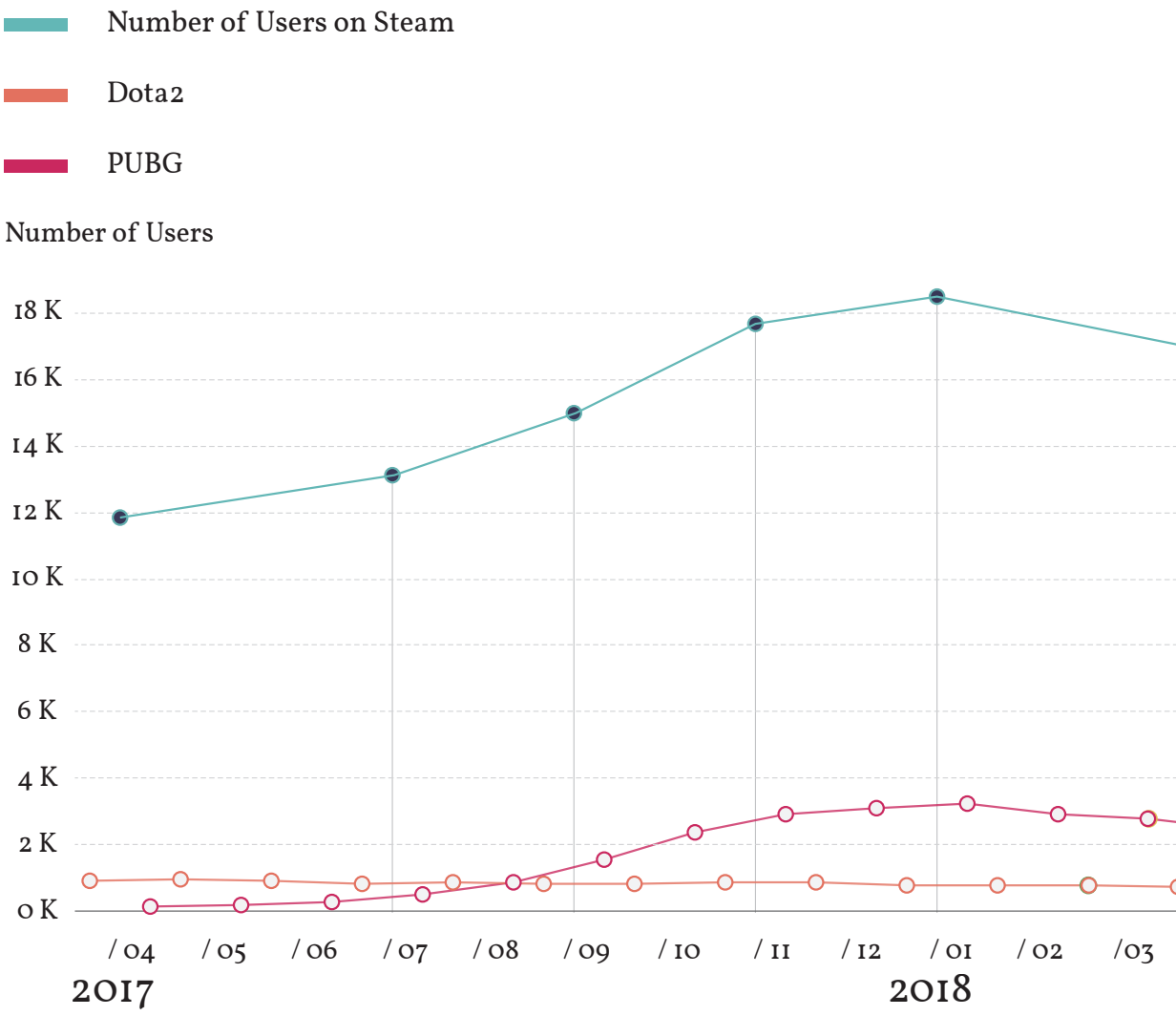
Tencent Games	Ring of Elysium
Kakao Games Europe B.V.	Black Desert Online
Funcom	Conan Exiles
Bohemia Interactive	DayZ
Bethesda Softworks	The Elder Scrolls Online
Square Enix	FINAL FANTASY XIV Online
VRChat Inc.	VRChat
Sandbox Interactive GmbH	Albion Online

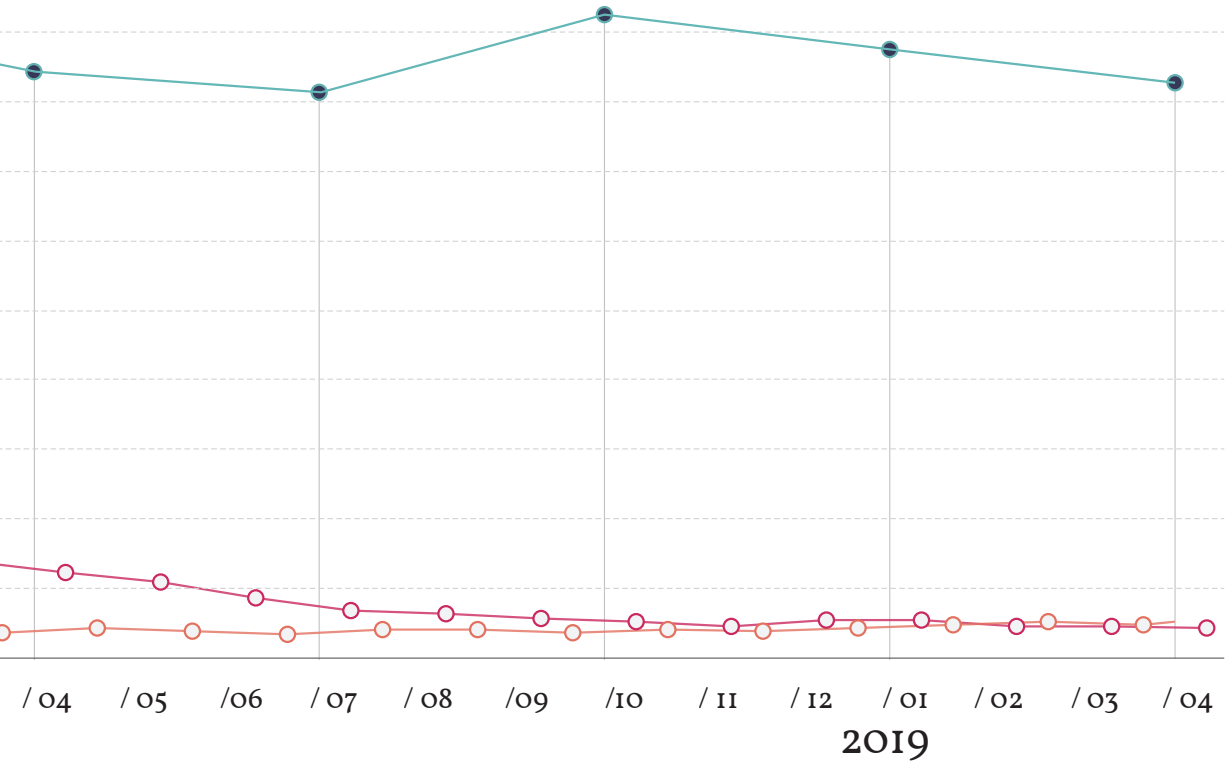
SLG Strategy Game

2K	Sid Meier's Civilization VI
2K	Sid Meier's Civilization V
505 Games	Don't Starve
Codename Entertainment Inc.	Idle Champions of the Forgotten Realms
Curve Digital	Human: Fall Flat
Cygames	Shadowverse
Focus Home Interactive	Farming Simulator 19
Gaijin Entertainment	War Thunder
Gaijin Entertainment	Crossout
Keen Software	Space Engineers
Klei Entertainment	Don't Starve Together
Klei Entertainment	Oxygen Not Included
Konami	Yu-Gi-Oh! Duel Links
Konami	PRO EVOLUTION SOCCER 2019
Ludeon Studios	RimWorld
Mega Crit Games	Slay the Spire
MY.GAMES	Conqueror's Blade
Northwood Studios	SCP: Secret Laboratory
Paradox Interactive	Crusader Kings II
Paradox Interactive	Stellaris
Paradox Interactive	Cities: Skylines
Red Hook Studios	Darkest Dungeon®
SCS Software	Euro Truck Simulator 2
SCS Software	American Truck Simulator
SEGA	Football Manager 2017
SEGA	Football Manager 2018
Squad	Kerbal Space Program
Wargaming	World of Tanks Blitz
Wube Software LTD.	Factorio

Feature 3.2.1.2 How are the players distributed on Steam?

Feature 3.2.1.3 How does the flow of the two most popular games change?




/ 04
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/09
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/ 01
/ 02
/ 03
/ 04
2019



Photo :
https://www.behance.net/gallery/6080031/Technology-Addiction

3.2.2 - Brief summary

The first stage of data visualization mainly analyzed some official data. The data sources mainly were collected from game platforms like Steam, which owns the most number of video game players and data sharing platforms. In order to have a clear understanding of the information related to game addiction, the first stage analyzed three questions, namely the trend of video game players, the preferences of video game players, and the development trend of the two most popular games. From the development trend of game players in the United States, we can see that the number of game players was increasing year by year, and the growing trend of mobile phone players was noticeable. According to the current data of 2019, mobile phone players have occupied 2 /3 or more of the total number of players. Moreover, it can be seen that the gender ratio of the game player maintains a relatively stable balance; it was not generally recognized that there are more male players than female players.

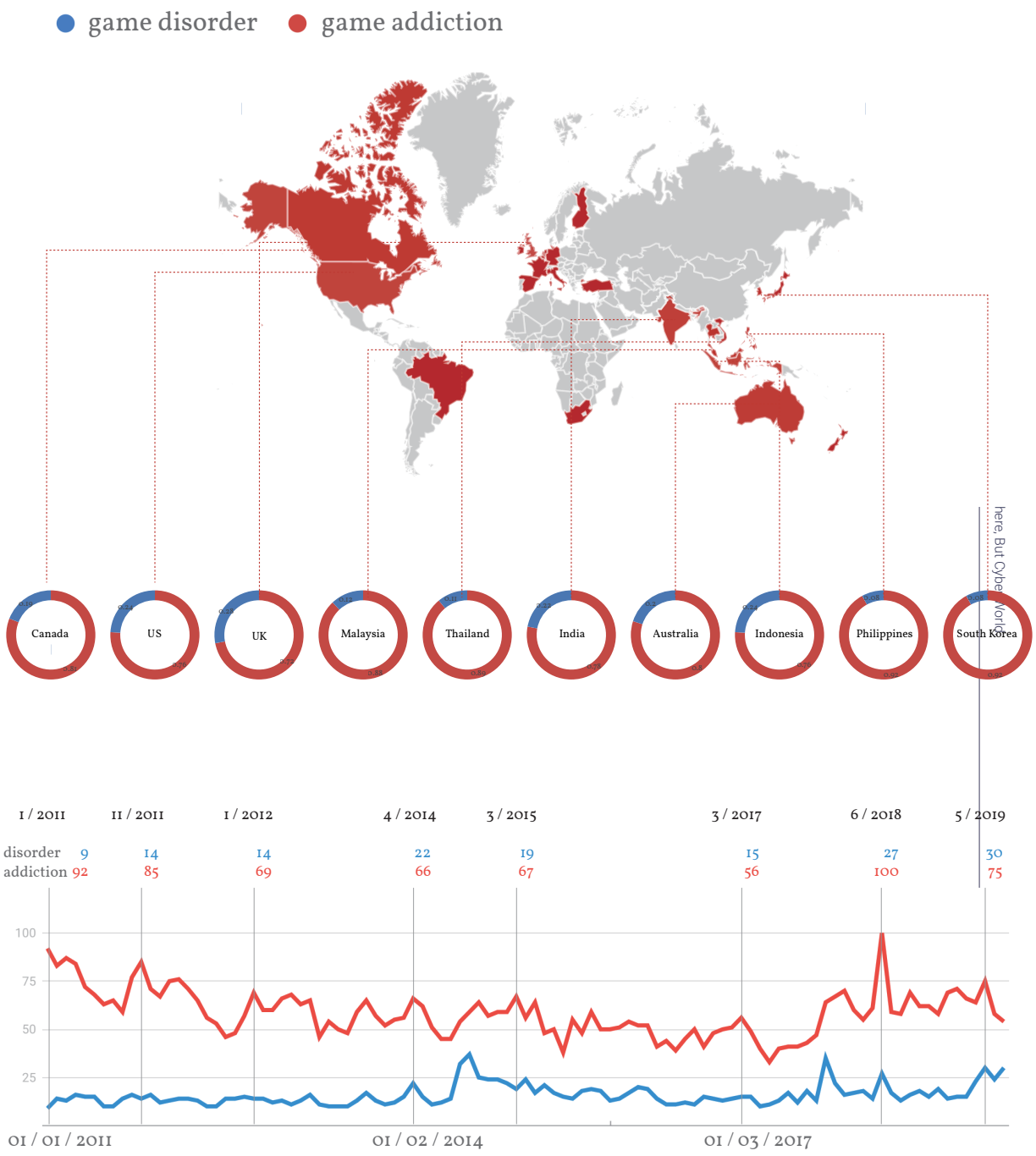
Second, from the Steam's user chart, (figure 3.2.1.2)we can see the two most popular games were PUBG Corporation's shooting game PUBG and Valve's MOBA game DOTA2. These results were similar to previous studies. Although DOTA2 and PUBG belong to different game genres, they are both competitive games. This type of game has corresponding e-sports competitions around the world, and it has become one of the most recognized and favorite types of games. For example, in the process of experiencing PUBG, players can act as a soldier in the battlefield-like environment, control any action of the character and get a strong sense of immersion in the game; eventually, they can enjoy the sense of accomplishment of killing others (Trepte & Reinecke, 2010). Therefore, the player has spent a considerable amount of time and effort on such a game unconsciously.

Besides, we can see from the analysis of the two most popular game data (figure 3.2.1.3) that PUBG began to gain support from a large number of gamers in October, and then showed a steady trend, not only during that time. On the other hand, the user base of DOTA2 has been in a relatively stable state. These data visualization images have shown that these two games are always popular with players.

3.2.3 - Data Viz

Why
It Matters?

Compared the search frequency by region



Feature 3.2.3 What is the Google Search Trend on this topic?

THE TOPICS LINKED TO GAME DISORDER / GAME ADDICTION

SEED : GAME ADDICTION



DISTANCE - 1

Digital Media Use and Mental Health
Computer Addiction
Underearners Anonymous
Polybius(urban legend)
Social Interaction in MMORPG
Yang Yongxin



A total of 8 Links.
The internet addiction disorde has up to
8
secondary links

DISTANCE - 2

Moral Panic
Gamergate Controversy
Involuntary Commitment
Think of the Children
Media Influence
Procrastination
Culture War
Digital Detox
Pornography Addiction
Video game Content
Rating System
Digital Addict
Addictive Personality
Computer rage
Underemployment

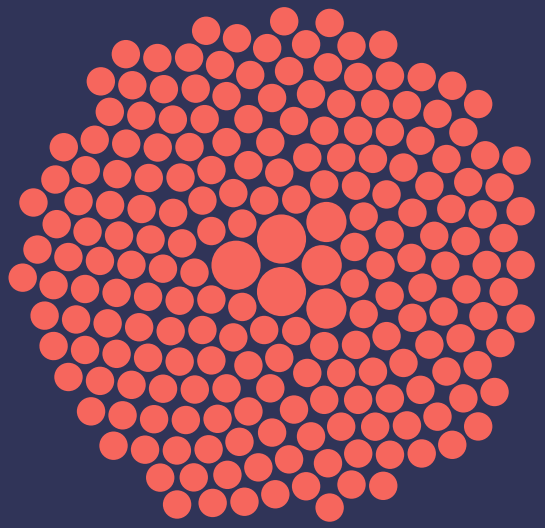


Find the linked wikipedia pages in second distance

"Panic", "Controvery", "Detox", "Addicti" and "Children" are more related topics.

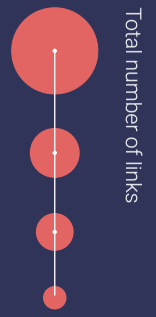
Workaholic
Nanny state
Censorship
Folk Devil
Game Brain
Underearners Anonymous
Islamic Fun
Habit

DISTANCE - 3



Behavioral Addiction
Internet Addiction Disorder
Video Game Controversy
Moral Panic
Family Values
Work Aversion
Under Siege
Islamism

Although the connection of \Distance3 is weak, we still can see that these results can still point to ***"Behavioral Addiction", "Internet Addiction Disorder"***.



Feature 3.2.3.1 Which are the topics linked to game addiction / game disorder ?

WIKIPEDIA PAGES CONNECT TO GAME DISORDER BY DISTANCE

Video game controversies

Internet addiction disorder

Computer addiction

behavioral addiction

CATEGORIES

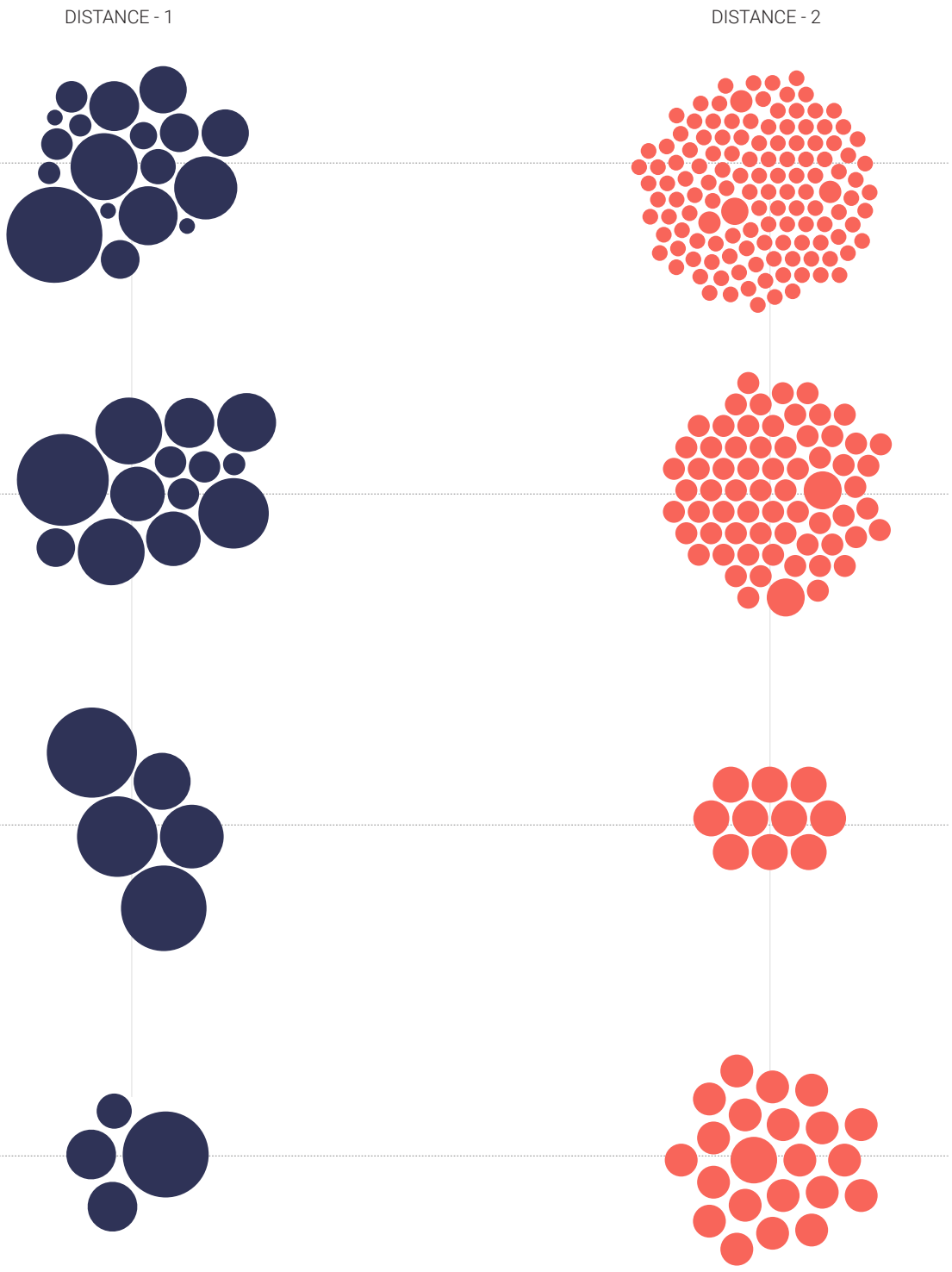
Total number of links



16 - 20 9 - 15 2 - 8 1

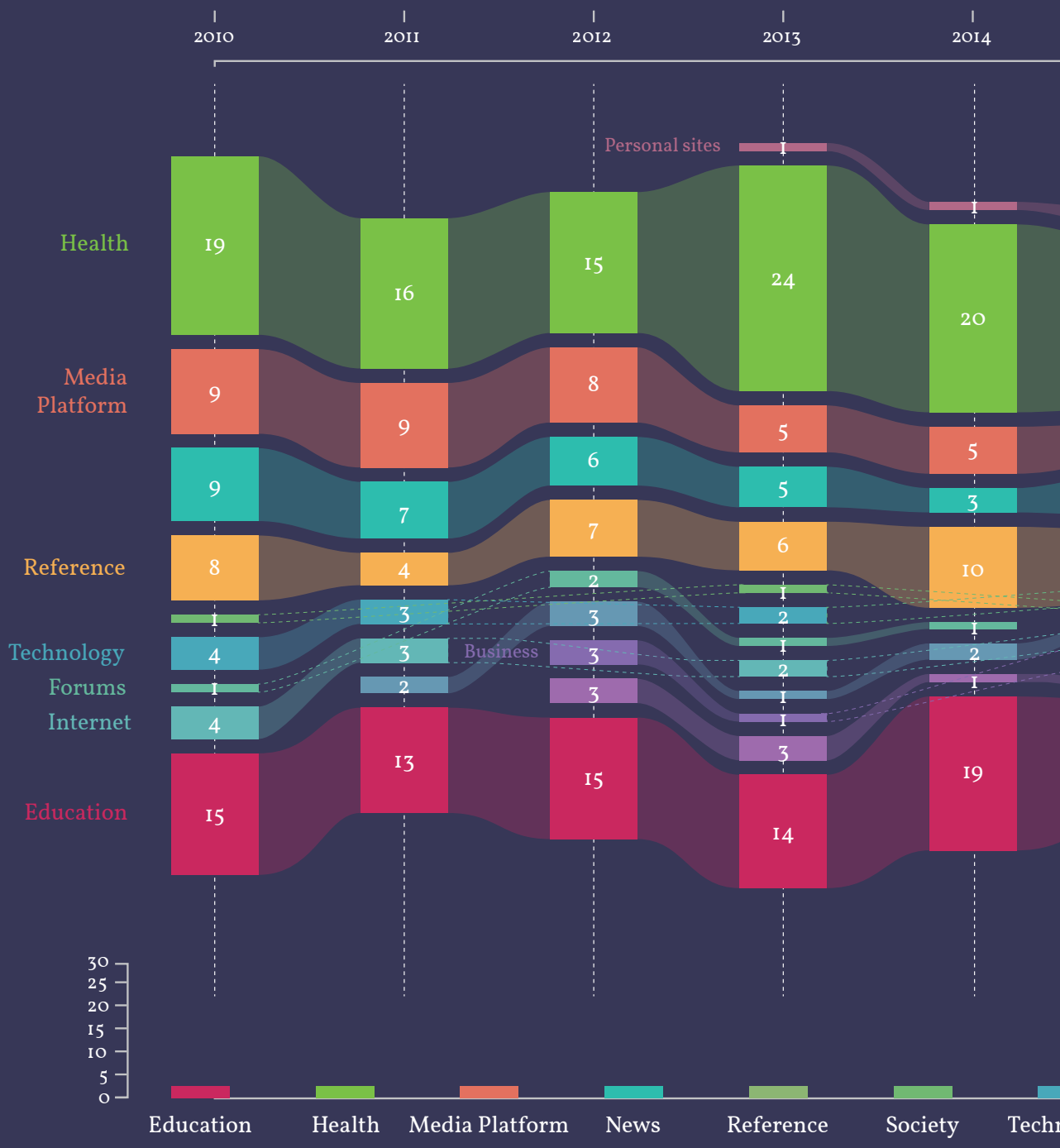
GAME DISORDER / VIDEO GAME ADDICTION

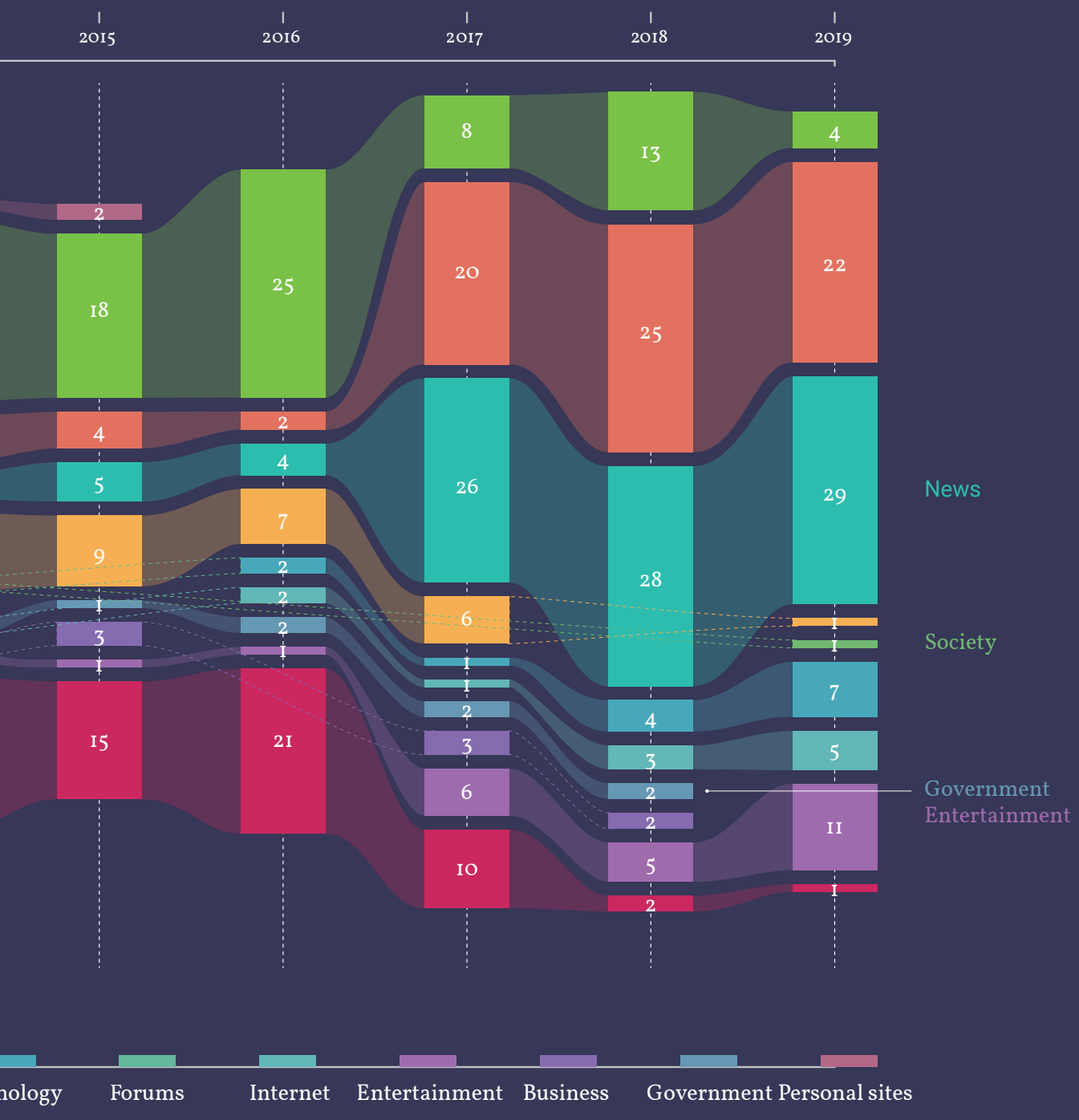
We were taking Wikipedia as a reliable source to examine the semantic spheres related to the game disorder. In this visualization, produced by the results of the research, each dot stands for a Wikipedia page related to the query “game disorder.” The distance value represents the degrees of separation from its Wikipedia page. Four clusters making visible that the main subjects concerning game disorder is followed by “video game controversies,” “internet addiction disorder,” “computer addiction,” and “behavioral addiction.”



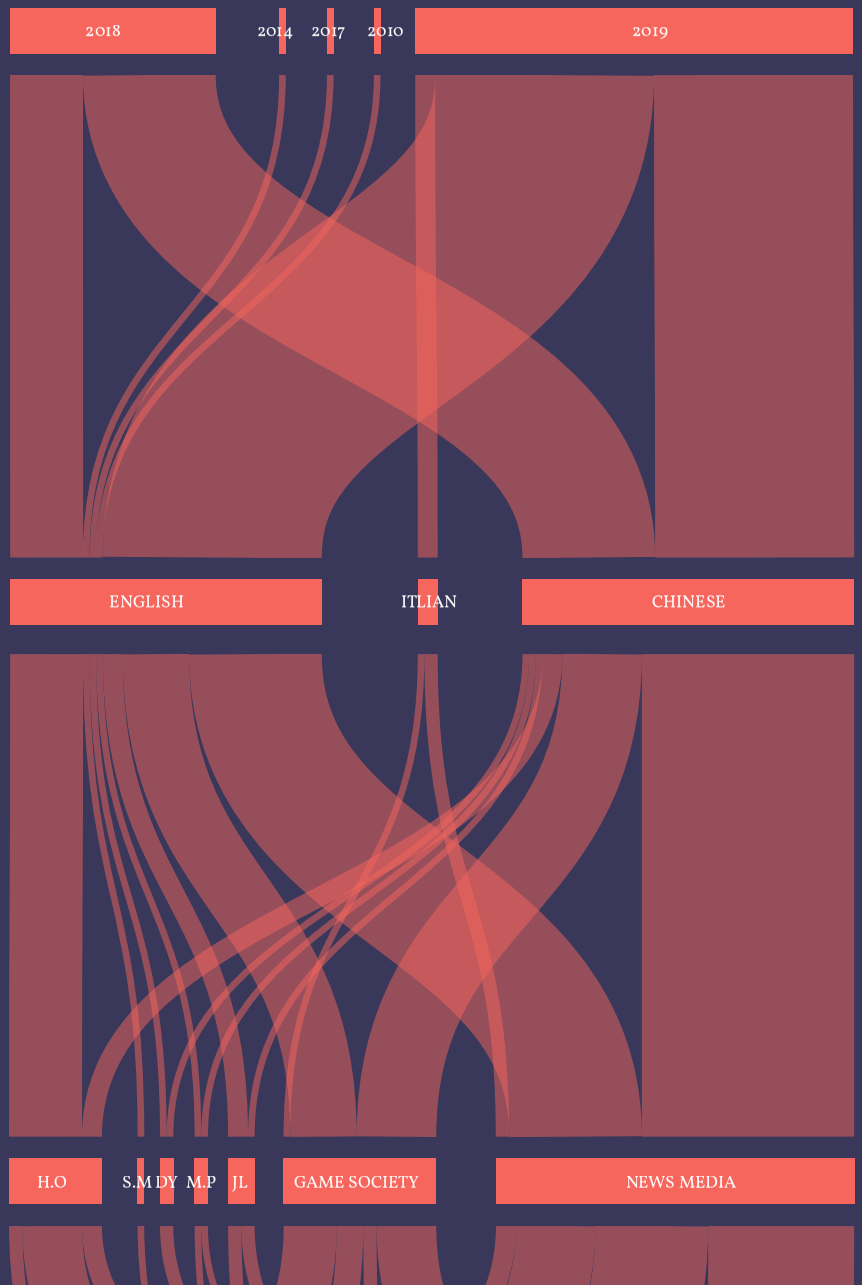
Feature 3.2.3.2 What are the wikipedia pages connected to game disorder by distance?

Feature 3.2.3.3 What types of media are most involved in this topic on Google ?

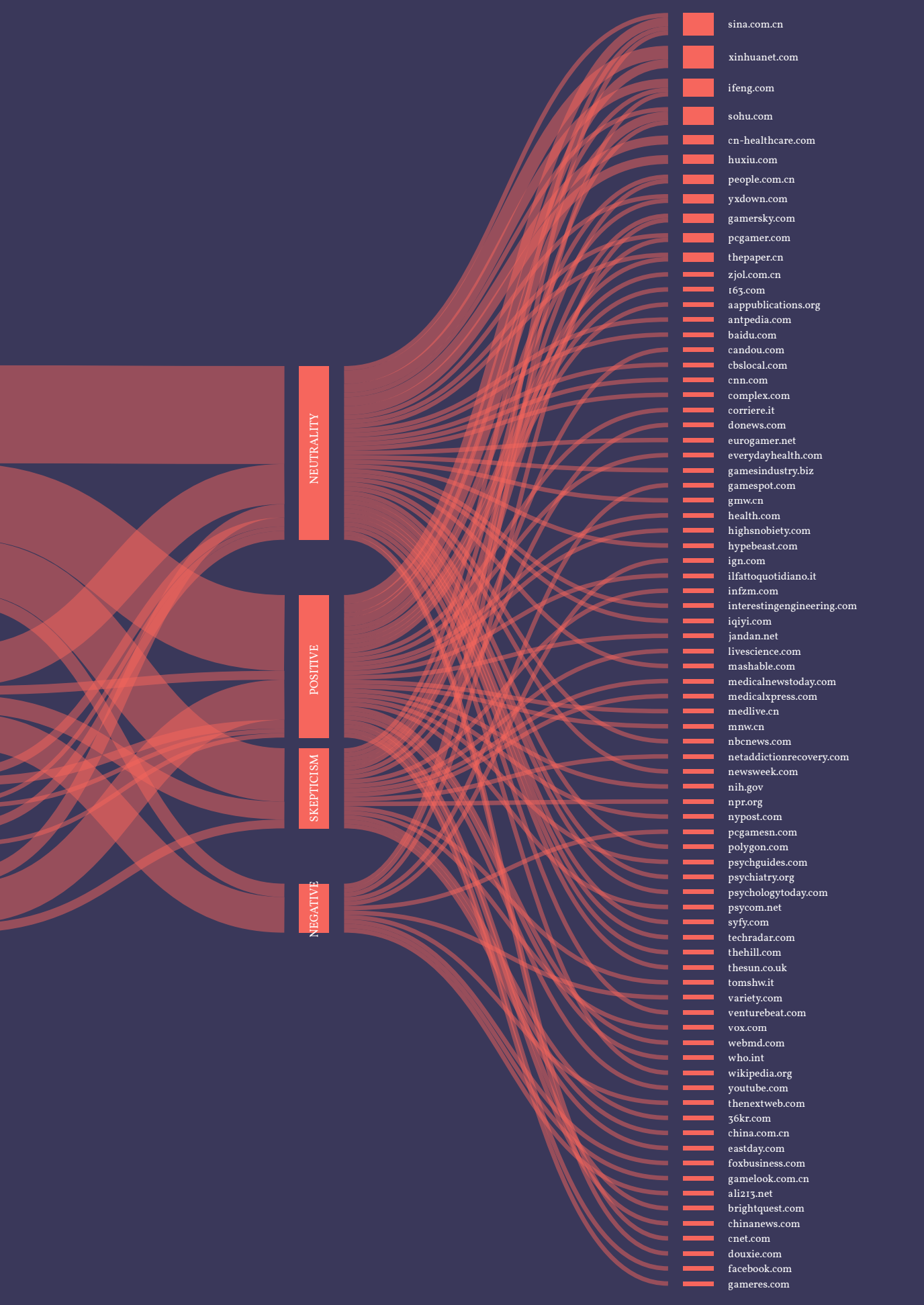



2015
2016
2017
2018
2019
News
Society
Government
Entertainment
hology
Forums
Internet
Entertainment
Business
Government
Personal sites

Feature 3.2.3.4 How is the impression of game addiction / game disorder through the news media ?



S.M = Social Media
DY = Dictionary
M.P = Media Platform
H.O = Healthy Organisation


NEUTRALITY
POSITIVE
SKEPTICISM
NEGATIVE
sina.com.cn
xinhuanet.com
ifeng.com
sohu.com
cn-healthcare.com
huxiu.com
people.com.cn
yxdown.com
gamersky.com
pcgamer.com
thepaper.cn
zjol.com.cn
163.com
aappublications.org
antpedia.com
baidu.com
candou.com
cbslocal.com
cnn.com
complex.com
corriere.it
donews.com
eurogamer.net
everydayhealth.com
gamesindustry.biz
gamespot.com
gmw.cn
health.com
highsnobiety.com
hypebeast.com
ign.com
ilfattoquotidiano.it
infzm.com
interestingengineering.com
iqiyi.com
jandan.net
livescience.com
mashable.com
medicalnewstoday.com
medicalxpress.com
medlive.cn
mnw.cn
nbcnews.com
netaddictionrecovery.com
newsweek.com
nih.gov
npr.org
nypost.com
pcgamesn.com
polygon.com
psychguides.com
psychiatry.org
psychologytoday.com
psycom.net
syfy.com
techradar.com
thehill.com
thesun.co.uk
tomshw.it
variety.com
venturebeat.com
vox.com
webmd.com
who.int
wikipedia.org
youtube.com
thenextweb.com
36kr.com
china.com.cn
eastday.com
foxbusiness.com
gamelook.com.cn
ali213.net
brightquest.com
chinanews.com
cnet.com
douxie.com
facebook.com
gameres.com

My Gameing Addiction Lefft Me Homeless
1,898,958

My Ga
Disord
290,12

A Look
A Video
Addicti
Rehab P
198,421

How to Waste Your Life | A Short Film On Video-Game Addiction
1,397,449

Game Dis
Now Offic
Recognize
101,121

Why Not Eve
That 'Gaming
Labelled A M
85,418

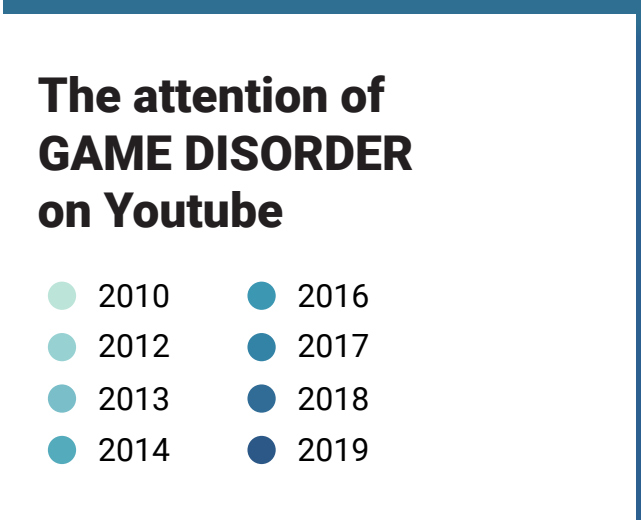
Why Gaming Addiction Is Now A Disease
1,340,997

The Bitter Reality Of Video Game Addiction
993,237

Playing Video Game
Is Now Considered
Mental Health
Disorder
203,021t

GAME ADDICTION
Is A Mental Disorde
? Dude Soup Podca
165,669

Inside America's First Video Game Addiction Rehab (HBO)
143,631



Feature 3.2.3.5 How does youtube help the public understanding of game disorder ?


ming
ler
7
Gameing Could Send You to Rehab- Inside Gaming Daily 223,781
Inside Game on Facility
Gaming Disorder: What it's Like to be Addicted to Video 166,847
WHO Officially Classifies ... 107,950
order cially ed
Do Korean Think Game Addiction Is A Mental Health 83,913
Fortnite Gameing Disorder 62,777
Gaming Under Attack? 53,827
ryone Agrees ' Should Be ental Health Risk
They Targeted Gamers? Gaming Disorder Explained - TechNewsDay 79,534
So Gaming Addiction Is Now A Disease? 19,076
According to WHO Survey | Run A High For Gaming Disorder 15,317
Game Over 11,112
China's Web Junkies: Internet Addiction Documeentary | Op-Doc 1,400,919
Game Addiction - I: Myths About Gaming's Impact on Health 2012 Like: 10,000 Dislike: 166
Game Addiction - II: How to Defeat Game Compulsion 2012 Like: 22,000 Dislike: 482
es A
Video Game Addiction Is Real 187,129
Is Gaming Addiction A Real Disorder? 184,231
Top 15 Shocking Cases of Video Game Addiction 409,120
How To Overcome Video Game Addiction 66,534
Rehab for Korea's Gaming Addictis 358,521
China's Digital Detox: A Life Rehab for Internet Game Addicts 46,124
#65 与游戏和解 Game Addiction 39,602
N er st
Why ' Game Disorder ' Is A Real Thing Now 91,783
I Have Game Disorder 64,000
DNA Analysis of WHO Report... 55,160
Caught in the Web: Addicted to gaming 2010 Like: 0 Dislike: 0
Gaming Disorder - mailbox 81,301
'Gaming Disorder' Now Designated As Mental Health Condition 37,585
WHO: Game Disorder: Q&A 37,130
Inside A Gaming Addiction Rehab 32,238
Escaping Video Game Addiction: Cam Adair at TEDxBoulder 421,548
Gaming Addiction | CBC 2010 Like: 310 Dislike: 386
It Never Stops! "Gaming Disorder" Officially As A Mental Illness 79,492
WHO: Gaming Addiction 'a mental health condition' (BBC NEWS) 30,118
Game Disorder: The Latest Attack On Video Games 15,795
Game Disorder Is The Joke Of 2018 12,672
Game Disorder is Now An Official Mental Condition? 24,692
Video Game as Mental-Health Hazzards 15,481
Addicted to Gaming? -BBC Click 11,946

3.2.4 - Brief summary

Following the first phase research and visualization, we wanted to examine the semantic spheres related to internet game disorder. It was useful to regard Wikipedia as a reliable source in order to think about which topics are the most related. In the visualization, each dots stand for a Wikipedia page while the distance value represents the degrees of separation from its page. The amplitude of the is of video game controversies strictly links the theme to game disorder, which made it worthy of being explored more. (figure 3.2.3.1) (figure 3. 2.3.2)

The second part of the visualization is a stream-graph, whose aim is to visualize how the topic of game disorder was treated during these years, how much the theme is exploited by different sorts of media. (figure 3.2.3.3)It is clear that from 2017 the increasing number of articles were published by the websites of news. In some specific years, there would be some official websites that focused upon relevant news events. At the same time, we can see that from the 17 years on more and more video media platforms, the discussion on this topic has gradually attracted people's attention.

In order to discover more about the top-down vision of game disorder, it was necessary to search for which sort of website stands for a positive attitude and which group of people would be more controversial about this topic. The comparative visualization highlights the number of websites, (figure 3.2.3.4)we can see that most Chinese websites on this topic were news media and game society classes, while health organization websites had relatively few websites; at the same time, there were quite a few English websites that were healthy organizations. Also, several websites published articles that have opposing opinions on the topic.

From previous studies, we found that video media platforms play an increasingly significant role in the discussion of related topics. Through the data collection and visualization of the YOUTUBE platform, we found that the number of video views of 2018 and 2019 was the highest in the past decade. (figure 3.2.3.5) However, it should not be overlooked that the discussion started on Youtube in 2010 and already received a certain degree of attention.



Photo :
https://www.behance.net/gallery/27359745/Technology-addiction-awareness-campaign-?

BBC

18 Nov 2011



Awareness of mental health highlighted in computer game

...: "We were inspired to create this **game** because we all have social **disorders**...

News | Cumbria

2011

twitter

Quite Geek! @QuiteGeek · 18 Nov 2011
Awesome javascript **addiction game** :D ow.ly/7yehV

Loso @PattMcgroin · 18 Nov 2011
Goddamn **game addiction**...must maintain focus

Daniel Lewis @cglfchieftain · 17 Nov 2011
Game Addiction:wp.me/p1XuAC-1c #videogames #selfhelp **#addiction**

financeAZ @financeAZ1 · 18 Nov 2011
Curing Video **Game Addiction** bit.ly/sv15Je #Gaming

TVXQ 동방신 @iYunhoo · 17 Nov 2011
I'm **addiction** on this **game** ^-^ ~ #InfinityBlade is epic ;)



1

LALA @lalaliyana · 17 Nov 2011
Gossip Girl, 90210, HIMYM, Desperate Housewives, Big Bang Theory, Raising Hope, New Girl, Lying **Game** etc. **#addiction**

1

Curt @Curt_Kouts · 18 Nov 2011
Skyrim is not a **game**; it's an **addiction**.

1

Britt @pURe__Addiction · 17 Nov 2011
He spent the **game** running away from the ball

Steve Jobs. @BEST_addiction · 17 Nov 2011
the **games** ; i have no time for!

1

thou must live die and know @domossu · 17 Nov 2011
why is video **game addiction** so evil, as the media always connotates? it's not going to kill us o.o

Paul Thoms @PThomsHPComedy · 17 Nov 2011
Comeback from the Woods. Tiger's **game** on upswing. Woody Woodpecker: new film in the works and recovered from cocaine pecking **addiction**.

Blasian Doll @KingKeiiii · 18 Nov 2011
Sooooo, i have this new app on my phone .. and i must say that i really love this **game** , its an **addiction** already .. lmaooooooo.

Kurt Mulhall @Games_log · 17 Nov 2011
Heard this before while studying my gaming **addiction** article.

Eugene Brown, Jr @KidNugi · 17 Nov 2011
Ugh.!! Wanna tlk 2 my booski b4 iFall a slp.. Damn **game addiction** lol.. #HeadacheCrazy

Alicia @Lucy_Co · 18 Nov 2011
Temple Run is my new **addiction**! I've sat here the last hr playing this darn **game**! Almost to 300k!

NintendoDDP @NintendoDDP · 18 Nov 2011
75% off: amzn.to/tSXfpC Unplugged: My Journey into the Dark World of Video **Game Addiction**

Britt @pURe__Addiction · 17 Nov 2011
Came to find a new brezzy and I be damn if bith my boo's ain't here #busted *turns and leaves the **game***

Tamara @ChicConfessions · 18 Nov 2011
The Angry Birds Knock on Wood **Game** is so cute, a great way t bring the cyber **addiction** to life and a fun stocking stuffer.

Riccardo Rafet @rickyata · 17 Nov 2011
Time for bed :(an **addiction** to iPhone **games** has made me stay up!



Tweets 32.9K | Following 895 | Followers 3,722 | Follow

Cam Adair
@camerondare

I help gamers quit gaming. Founder GameQuitters.com. International Speaker. I write about video game addiction, internet culture, social media & mental health.

Los Angeles, CA · camerondare.com

18 Jan 2014



NHS 'has upped game' on stress disorder

...Ex-soldier Liam Culverhouse was was suffering from post-traumatic stress disorder when he caused the death of his baby daughter. Dr Deirdre MacManus, a forensic psychiatrist at Kings's College London, speaks to the Today programme's...

News

2014

27 Jan 2015



Twelve held over Dundee United-Aberdeen game 'disorder'

...Twelve people have been arrested in Aberdeen and Dundee in connection with football-related violence. Police mounted an operation in response to incidents in Dundee on 13 December, when Aberdeen beat Dundee United 2-0 at Tannadice in...

News | Tayside and Central Scotland

2015

21 Jan 2016



Ajax fans reported over disorder before Celtic game

...More than a dozen Dutch nationals have been reported to prosecutors over a major disturbance in Glasgow before Celtic's game with Ajax in November. Six people were injured - four of them seriously - after a large group of Ajax fans...

News | Glasgow & West Scotland

2016

#badiPhone #ncTweetForSleep #zonk

Maggi (she/her) @maggim · 18 Nov 2011
Cruisin' Lihue, listening to Nelly, sippin' on...Starbucks. Don't hate the player, hate the caffeine **addiction game**.

Yuse @Yuse89 · 18 Nov 2011
Love Aeria **Games**? Aeria **Games** « The Gaming **Addiction**: If you like MMORPG's, especially ones that are free-to-pla... bit.ly/tHlW3R

Kiwi Commons @KiwiCommons · 18 Nov 2011
Video **Game Addiction** Affecting Teenage Brains cot.ag/sUnKO0 #gamingaddiction

Playful Escorts @Playful_Escorts · 18 Nov 2011
Our escorts in London will not care if you have a video **game addiction**, they won't turn their nose up or not talk
playful-escorts.co.uk/New-Escorts-el...

OTL @B3AMA · 18 Nov 2011
"@NayPoppington: When I get home, I'm downloading #TempleRun." YES!! **Addiction** Starts The First **Game** !!

Gadget World @NextGadget · 18 Nov 2011
Mobile Gaming: The Next Level: Gaming has always been an **addiction**. Remember the days of video **game** when you'll ... bit.ly/tv3hBO

USA Celebrity™ @Kazi_Celebrity · 18 Nov 2011
Video-gamers' brains reveal insights into behavioural **addiction**: Teenagers who spend a lot of time on video **game**... kazi.so/soPyuK

playstatiGE @playstatiGE · 18 Nov 2011
75% off: amzn.to/sqlZbo Unplugged: My Journey into the Dark World of Video **Game Addiction**

Kim Lund @InfiniteEdgeKim · 18 Nov 2011
Frank speculates that video **game addiction** poses a greater threat to college students than online gambling **addiction** would #gamblinghearing

Sita Gita @sitagita · 18 Nov 2011
Signs that Your Child has a Video **Game Addiction** ow.ly/7xI1U

Jodie Gale MA Psych @Psych0synthesis · 18 Nov 2011
Teenage video **game** players have brains like peple with gambling **addiction** fb.me/vYTSs611

xtina @xtinaisamazing · 17 Nov 2011
I have an **addiction** to my iPhone **games**

Jono Greaves @JonoMGreaves · 17 Nov 2011
OK so new #Ipod **addiction** is A-Breaker! Absolutely brilliant **game**!! If you haven't already, get it downloaded!

Jah Stacey @HollaJahStacey · 17 Nov 2011
Video **Game Addiction** .. Played Until I Threw Up From No Sleep & Dizziness ..

Brett Bean @2dbean · 17 Nov 2011
Sony Korea going 2 ban anyone under age 16 from logging into PlayStation **games** from 11 pm to 6 am to combat **game addiction**. Time for skyrim!

Ezine9 Technology @E9Technology · 17 Nov 2011
Migraine Is Another Consequence of Video **Game Addiction**: This highly interactive slot **game** can be played for jus... bit.ly/tKJobc

Rachael Ekinci @sobrietyaddict · 17 Nov 2011
Video **game addiction** is just as real as an **addiction** to alcohol or drugs. Will a diagnosis be added to the DSM-IV? - ow.ly/7welF

Fightin' Words @fightinwords_iw · 17 Nov 2011
FREE! Awesome #BlackBerry crossword **game**! Newest **game addiction** to feed your #CrackBerry habit! Download - ow.ly/7pBL2

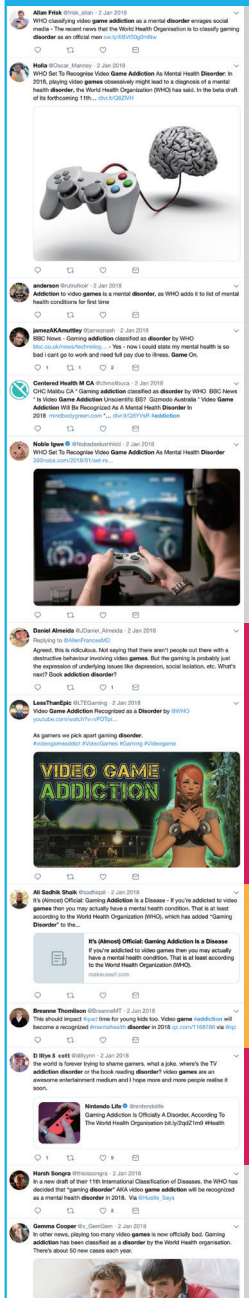
Fightin' Words @fightinwords_iw · 17 Nov 2011
FREE! #Android crossword **game**! Newest **game addiction** for Android platform! Download - ow.ly/7pBLe

Rissa_xx @ItsNeriBaybee · 17 Nov 2011
I swear I got some secret **addiction** to that **game** yana

3.3 / Insights

BBC

twitter



2016 - 2018

HOW TO READ
the line next to each tweet

Neutral
Supporting
Controversial

2 Jan 2018



Gaming addiction classified as disorder by WHO

... the condition "**gaming disorder**". The draft document describes it as a pattern of persistent... was published in 2013. In that, internet **gaming disorder** is listed as a "condition...

News | Technology

2018.02



Gaming addiction classified as disorder
The World Health Organization will include gaming addiction in its disease bible for first time.
bbc.co.uk

Show this thread

SSM Health Wisconsin @ssmhealthwi · 2 Jan 2018
The @WHO says video **game addiction** could be a mental health **disorder**. Dr. Kevin Vogt spoke with @RoseSchmidtTV about how serious it can be.
bit.ly/2IHsMr1

Brad K @Kpi9head · 2 Jan 2018
WHO classifying video game #addiction as a mental **disorder** enrages social media google.com/url?rct=j&sa=t... #cleanandserene #sobermovement #sarlysober

Ed Webb @edwebb · 1 Jan 2018
RT @qz Video **game addiction** will become a recognized mental health **disorder** in 2018 bit.ly/2EiQcK0

97.9 The Beat DFW @979thebeat · 2 Jan 2018
Video **Game Addiction** Will Become A Recognized Mental Health **Disorder** In 2018 bit.ly/2IJC8Xz



Cassandra Joachim @cassjoachim · 2 Jan 2018
World Health Organization has decided that "gaming **disorder**" AKA video **game addiction** will be recognized as a mental health **disorder** in 2018, @Hustle_Says @qz qz.com/1158780/who-re...

PDF Streaming @PDFStreaming · 2 Jan 2018
#Tech It's (Almost) Official: Gaming **Addiction** Is a Disease - If you're addicted to video **games** then you may actually have a mental health condition. That is at least according to the World Health Organization (WHO), which has added "Gaming **Disorder**"...



It's (Almost) Official: Gaming Addiction Is a Disease
If you're addicted to video games then you may actually have a mental health condition. That is at least according to the World Health Organization (WHO).
motherboard.com

360Nobs.com @360Nobs · 2 Jan 2018
WHO Set To Recognise Video **Game Addiction** As Mental Health **Disorder**
360nobs.com/2018/01/set-re...



Oye Akideinde @oyeakd · 2 Jan 2018
WHO Set To Recognise Video **Game Addiction** As Mental Health **Disorder**
360nobs.com/2018/01/set-re...



Dee~Moda @deemoda83 · 2 Jan 2018
Video **game addiction** will become a recognized mental health **disorder** in 2018
prescient.info/s/JDJAFdv/

Dru **Drugdu.com** @Drugdu · 1 Jan 2018
Can't Stop Gaming? The WHO May Soon Consider Video **Game Addiction** a Mental **Disorder**. #MentalHealth #Medical #health buff.ly/2CAVu48



MATTIAS WAGHMEISTER @mattiaswac · 1 Jan 2018
Video **game addiction** will become a recognized mental health **disorder** in 2018 buff.ly/2EwHUJ7 #Kontagio



BBC

18 Jun 2018



World Business Report: WHO Classifies Gaming Addiction Disorder

...Gaming addiction has been listed as a mental health condition by the World Health Organisation. Kendal Parmar is the mother of a 15-year-old gaming addict, and explains the impact it has had on her family. And technology expert Belinda...

Programmes | BBC World Service

18 Jun 2018



Gaming becomes the latest addiction

... classification of **gaming disorder** as a condition which is capable of debilitating addiction... Organisation to recognise **gaming disorder** from today has to be seen. The vast scale...

News | Entertainment & Arts

18 Jun 2018



Newsday: First Lady Speaks Out Over US Immigration

... and Malta. From today, the World Health Organisation is including **Gaming Disorder**...

Programmes | BBC World Service

18 Jun 2018



Gaming addiction recognised as a mental health disorder

...The World Health Organisation includes "**gaming disorder**" in its new...

News | Entertainment & Arts

21 Jun 2018



WHO gaming disorder listing a 'moral panic', say experts

...The decision to class **gaming** addiction as a mental health **disorder**... Organization included "**gaming disorder**" in the latest version of its disease classification... wellbeing." The WHO said classing **gaming** addiction as a mental health **disorder**...

News | Health

22 Jun 2018



The slow-motion video made after filming plus other tech news

... of the week including: The World Health Organisation's classification of **gaming disorder**...

News | Technology

23 Jun 2018



Newspaper headlines: 'Fantastic Brexit' and 'bog roll Brexit'

... - initially focusing on **gaming disorders**, before expanding its work. It notes... that the move comes after the World Health Organisation classified **gaming disorder**...

News | The Papers

2018.06

twitter





HOW TO READ
the line next to each tweet

- Neutral
- Supporting
- Controversial

BBC

14 Jul 2018



Video games and mental health: 'Nobody's properly talking'

... as each decade brought new concerns. "**Gaming disorder**" is now even an official medical...," Andy says. The World Health Organisation has classified "**gaming disorder**... activities" for more than 12 months with negative consequences. Read more: **Gaming**...

News | Newsbeat

2018.06

14 Aug 2018



Seriously...: Game Changer: Fortnite on 4

...? With the World Health Organisation recently adding **Gaming Disorder** to its list of disease...

Programmes | BBC Radio 4

13 Aug 2018



Game Changer: Fortnite on 4

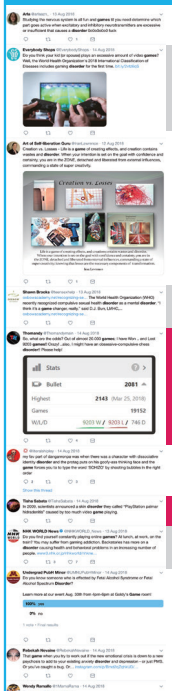
...? With the World Health Organisation recently adding **Gaming Disorder** to its list of disease...

Programmes | BBC Radio 4

2018.06

twitter





HOW TO READ
the line next to each tweet

- Neutral
- Supporting
- Controversial



BBC

31 Aug 2018



The Gaming Show: Is Gaming Disorder a Thing?

... the headlines. **Gaming disorder** has joined the World Health Organization's list of mental... health conditions. The WHO describe **gaming disorder** as a pattern of behaviour...

Programmes | BBC Radio 1

2018.08

twitter









HOW TO READ
the line next to each tweet

Neutral
Supporting
Controversial

28 May 2019

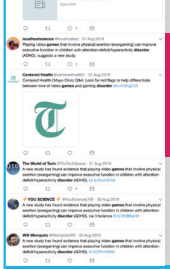


Gaming disorder: What is it and why is it a problem?

...The World Heath Organization (WHO) has officially listed '**gaming disorder**... - a list of all the diseases around the world. The WHO said that **gaming disorder**... it to their section on harmful technology-related behaviour. The definition of **gaming disorder**...

Newsround | CBBC Newsround

2019.05





BBC

twitter

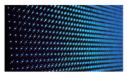


2019

HOW TO READ
the line next to each tweet

Neutral
Supporting
Controversial

4 Jun 2019



Let's Talk About Tech: Game On 040619 - W.H.O., ICD-11 and gaming disorder

...To discuss the W.H.O.'s decision to include "**gaming disorder**" in its updated...

Programmes | BBC Radio 5 live

2019.06



BBC

twitter



2019

Discussion of the Game Disorder via Data Multi-experience



Photo :
https://g6.psychcentral.com/news/u/2017/12/computer-screen-addiction-Father-son-media-large-bigstock-1376x1032.jpg

3.4 - Preliminary Results

Based on the previous studies on the the topic of game disorder / video game addiction from different aspects.

From the previous studies, we can see more and more articles and archives related to video game addiction have been published, and more phenomena about game addiction have been documented. Moreover, here are more detailed discoveries:

1) The video game market continues to expand, and people are spending more time and energy on games. Among all game types, competitive games are the most recognized by the public.

2)There are many Wikipedia pages related to video game addiction, among which the most popular keywords are “child,” “addiction,” “treatment,” “Internet addiction” "behavior disorder," etc.

3) 2018 is a turning point: the video game addiction started to attract public concern.

4) There were some specific persons spontaneously organized internet addiction groups like "Game Quitter," and started to promote on social media such as Twitter, facebook and youtube to let more people who have anxiety and guilt about game addiction join in.

5) More specific people and detailed news can evoke people's sympathy and forwarding. The public began to pay attention to the real impact of game addiction.

6) People mentioned game addiction a lot after 06/2018. Among them, there was a certain proportion of people who do not agree that game addiction can be considered as a kind of disease.

The phenomenon of game addiction may still have much controversy until now, but as long as it is rationalized discussed, there is hope that the game addiction will be more rational and accepted by the public positively.

CH. 04

HOW
TO DEAL WITH

What Has Been Happened

What Should We Do

4.1 - What has been happened



Based on the sense of participation brought by the immersively deep interaction through vision, hearing, touch, and sensory stimulation, video game players, naturally integrate with the game content, process, and other characters in video games. Video games allow and promise players to get a positive response while participating, a process that creates a strong, physically, and mentally stimulating and immersive experience (Persky & Blascovich, 2008). All of these experiences created by video games can mostly help players indulge in a virtual world. So how did experts and scholars develop their views on game addiction as game addiction was proposed?

In this part, we would like to explore the development of the concept of game addiction and combine some existing measures and case studies with exploring how we should respond to this phenomenal topic.

Photo :
http://www.ufo-1.cn/article/201707/3007.html



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The development of Internet addiction concept in the world



1994

DR. Ivan Goldberg
The Creator of
Internet Addiction Disorder (IAD)

He posted a sincere-looking but satirical note on the online psychiatric bulletin board PsyCom.net taking a dig at the rigid diagnostic criteria of the newly released 4th edition of the Diagnostic and Statistical Manual (DSM-IV) of the American Psychiatric Association (APA).<1>

96

Ms Kimberly Young
A clinical psychology student

Her first definitive research article titled, “Internet addiction: Emergence of a new clinical disorder,” published in 1998, having been cited a phenomenal 3144 times as on December 15, 2015.

Mark Griffiths
clinical psychologist
he published an article named Technological addictions on, conceptualized by him as a subset of the broader term technology addiction.

Michael OReilly
Titled his article as “Internet addiction: A new disorder enters the medical lexicon.” <2>



JUST CLICK NO

SHALL WE DANCE?

97

DR. Ivan Goldberg
The Creator of
Internet Addiction Disorder (IAD)

Having an Internet addiction support group made “about as much sense as having a support group for coughers.” <3>

APA officially recognizes the academic value of "Internet addiction" research

Source:

<1>https://www.psycom.net/ikg8.html
<2>https://www.ncbi.nlm.nih.gov/pmc/articles/PMC4776584/
<3>https://www.newyorker.com/magazine/1997/01/13/just-click-no
<4>https://en.wikipedia.org/wiki/Internet_addiction_disorder#Psychosocial_Treatment
<5>http://www.nbcnews.com/id/13210136/ns/technology_and_science/t/detox-clinic-gamers-open-netherlands/#.XSMFQ5MzZYg
<6>https://www.psychiatry.org/patients-families/internet-gaming
<7>https://www.who.int/features/qa/gaming-disorder/en/
<8>http://www.nationalhealthexecutive.com/

98

Dr. Jonathan J. Kandell

He defined Internet addiction as "a psychological dependence on the Internet, regardless of the type of activity once logged on.

Mark D. Griffiths
English psychologist

He conceived Internet addiction as a subtype of broader technology addiction, and also a subtype of behavioral addictions.<4>



2004

Detox clinic for gamers to open in Netherlands
Europe's first detox

Run by
Smith & Jones Addiction Consultancy.<5>

06

Detox clinic for gamers closed.
<5>

07

"Internet addiction" had no recognized definition. Kimberly Young, who first proposed the criteria for internet addiction, also believes that Internet addiction is only "behavioral dependence", and the American Medical Association also refuses to recommend "Internet addiction" as mental illness to the American Psychiatric Association.



13

Addiction to gaming is described in the American Psychiatric Association's Diagnostic and Statistical Manual of Mental Disorders (DSM-5), which is used by mental health professionals to diagnose mental disorders. There was not sufficient evidence to determine whether the condition is a unique mental disorder or the best criteria to classify it.<6>



18

NHS to launch first internet addiction clinic

The move comes at a time of growing concern about internet and gaming dependency, with the World Health Organization (WHO) classifying gaming disorder as a mental health condition.<8>

18

WHO Officially list Game Disorder as a mental illness

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.<7>

The extreme development of Internet addiction treatment in China



2004

Tao Hongkai
Professor
Chinese American
The First Internet Addiction Disorder Promotor in China

He claimed to be a special professor at Huazhong Normal University, but there is no Tao Hongkai's name on the list of teachers in Central China Normal University.

In May 2004, Professor Tao Hongkai claimed that he had launched a large-scale “Save the Internet Addicts Action” in the society by actively helping a school dropout girl to quit Internet addiction and then gain offer from top universities.<1>



06

Tao Hongkai declares war on Internet addiction and said “Not many people in the US play online games.” "Female players are not qualified to be mothers.



06

Yang Yongxin
clinical psychiatrist
chief of the Fourth Hospital of Linyi

He advocated and practiced electroconvulsive therapy (ECT) without anaesthesia or muscle relaxants as a cure for alleged Internet addiction in adolescents. He treated 3000 children before the practice was prohibited by the Chinese Ministry of Health.<2> Electroconvulsive therapy at Yang's treatment center was performed in "Room 13" (later renamed the "Behavioral Correction Therapy Room" after media scrutiny). Yang claimed that ECT therapy "is only painful for those with Internet addiction"<3>

Source:
<1>https://baike.baidu.com/item/%E9%99%B6%E5%AE%8F%E5%BC%80
<2>https://www.telegraph.co.uk/news/worldnews/asia/china/5835417/China-bans-electric-shock-therapy-for-internet-addicts.html
<3>http://zqb.cyol.com/content/2009-05/07/content_2655346.htm
<3>https://web.archive.org/web/20110317150850/http://www.tudou.com/programs/view/Bqn1nHlg1x8
<4>http://news.ifeng.com/society/2/200908/0803_344_1283000.shtml
<5>https://www.rfa.org/mandarin/yataibaodao/wangyinshaonian-08192009153450.html
<6>http://www.bjnews.com.cn/inside/2014/06/23/322135.html
<7>https://www.bbc.com/zhongwen/simp/china/2016/09/160924_china_internet_addiction_killing
<8>http://news.cctv.com/2019/02/24/ARTIDepPBh13VQ6NYncakVr9190224.shtml
<9>http://edu.sina.com.cn/l/2017-11-03/doc-ifynmzrs6360903.shtml

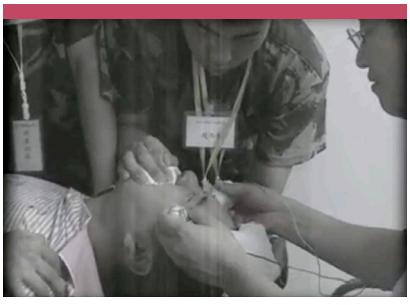
Climax





08

Liu Mingyin, a journalist of China Central Television, went to the Fourth Hospital of Linyi and interviewed Yang Yongxin. After that the program, titled Fighting the Internet Demon: Who Turned Our Geniuses into Beasts, reported positively on Yang's ECT therapy and sharply criticized the massively multiplayer online role-playing game (MMORPG) World of Warcraft, then popular in China and blamed for many teenagers' purported Internet addiction.



08

Dubious treatment clinics have sprouted up in the country. These Internet addiction centers treated adolescent in these ways: Involuntary confinement / Corporal punishment / Electroconvulsive therapy / Drug / Physical abuse.

Physical abuse & Death

09

Senshan Deng, 15-year-old, was found dead eight hours after being sent to an Internet-addiction center in Nanning, Guangxi Province. It is reported that the teenager was beaten by his trainers during his stay in the center.<4>

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17

Adolescent Wang Wei, who could not bear the punishment in Yu Zhang Shu Yuan tried to commit suicide by drinking half a bottle of laundry liquid.<9>

4.2 - What should we do

As can be seen from previous studies, as early as 2013, the American Psychiatric Association has listed nine symptoms to determine whether a person has game addiction. If the game player's behavior meets five of them, he can be diagnosed (Spekman, Konijn, Roelofsma, & Griffiths, 2013). However, it is challenging to clarify the difference between video game addiction and normal game behavior and other mental disorders (Charlton, & Danforth, 2007), and it is not clear that game behaviors that affect individual social functions, maybe just a personal hobby and entertainment. We can see that the nine criteria developed by APA fail to describe the essential characteristics of video game addiction. The current diagnostic tools are also uneven in terms of content and diagnostic threshold(Beard & Wolf, 2001). There is still no theoretical support in research methods. We might over-reliance on data collection from a questionnaire during the research process, which could lead us to the neglect of the positive effects of video games. On the other hand, the controversy about whether video game addiction is a mental illness also reflects the lack of understanding of the video game behavior itself.

Due to the lack of an accurate definition of video game addiction, it is impossible to adequately describe the natural progression of the symptoms in clinical reports(Kaptsis, King,Delfabbro, & Gradisar, 2016). Besides, the functional damage caused by internet game disorder is not apparent. It is less harmful than the physiological addiction of nicotine, alcohol, drugs (Yen, J. Y., Ko, C. H., Yen, C. F., Chen, C. S., & Chen, C. C., 2009). Moreover, video game addiction is challenging to measure because it is more inclined to a mental addiction(靳宇倡，余梦，& 胡云龙，2018). When judging whether it is addictive, we used to take the time and number of times as a standard, but we could ignore some real situations, some people regard playing games as personal purposes such as leading entertainment, social needs, job requirements, etc., which can be justified, not an addiction factor.

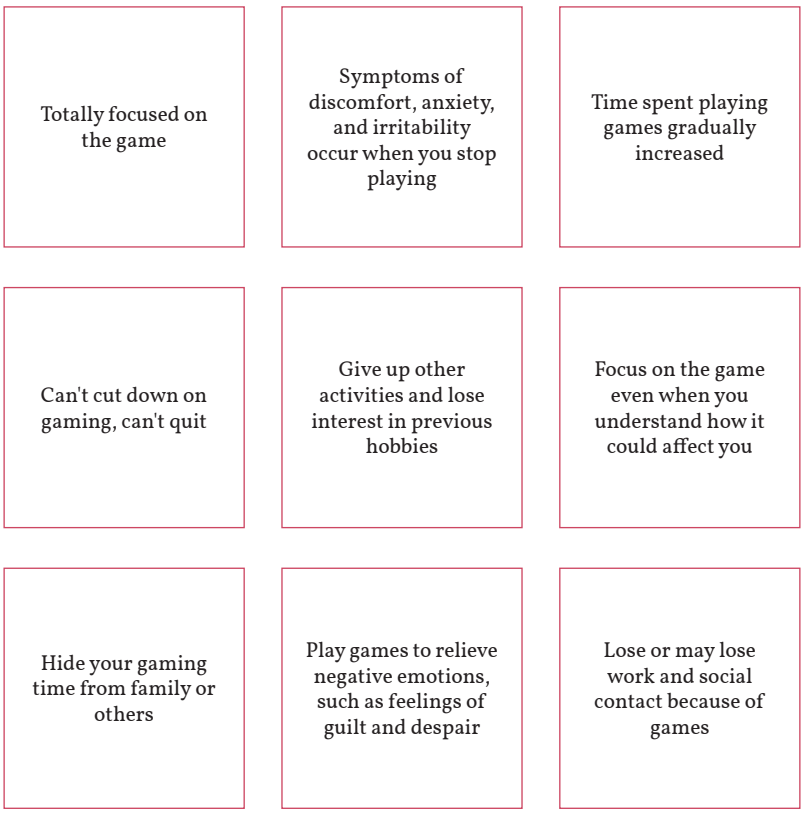
Compared with the past, new forms of video games have made the content of video game more creative. The number of participants, the state of interaction, the form of entertainment and the way of social has undergone an unprecedented change, the appeal of the game has never been higher. The new features of video games have also brought new challenges and problems to people. For instance, some people would be too addicted to the game



Photo :
https://media.gq.com/photos/56c495a56c2e19936e857cfc/3:4/w_1064,h_1419,c_limit/video-game-rehab-gq-0316-01.jpg

because of the mechanism, thus affecting their lives, work, and future.

When video games became an essential economic industry, it was no longer a simple entertainment project, but more of a product for profit. At this point, game designers often do not only start from the perspective of recreation but from the perspective of psychological control, they tend to think about how-to guide or control



Feature 4.2.1 9 creterias made by APA

players . Game designers tend to adopt different sorts of psychological methods that allow players to spend more time when they are playing games. By analyzing a player's psychology and using human weaknesses, players could be controlled to continue to play (Brown, 1999). Game designers add staged achievements, virtual honors, virtual equipment and prizes, rankings and other systems to help players continue to pursue new goals. So that the sense of accomplishment, honor, and

pride can be delivered to the players directly by the timely and straightforward feedback mechanism. Game designers use a costly randomness system in the game because of people's curiosity about uncertainty, but in fact, the random system is also controlled by the designer, in order to let the player continue to indulge in the game world. Such design methods are primarily influenced by the notorious theory of Skinner Box (Operant Conditioning Chamber) (McLeod, 2015), which was used to study animal behavior (Drummond & Sauer, 2018).

At the same time, in order to retain the player, the game designer will let the player maintain a state called "flow" which is a specific mental state that the player feels that his ability and the game difficulty match each other. In that case, the player would feel full of excitement and also fully devote his or her energy and time to specific activities (Wu, T. C., Scott, D., & Yang, C. C.,2013).

However, every time after the experience of flow, there will be a huge sense of loss and anxiety. That is because, after gaming, the player would eventually return to the physical world, but the achievements he or she got in the game would not be worked directly in the real world. In order to get rid of this kind of jealousy, the game designer will give the player a new goal at this time; the player will quickly be immersed in the game again.

On the other hand, game addiction only occurred on a small part of players (from the previous questionnaire), which means that in addition to the attraction of the game, there must be a significant relationship between the game player's cognitive level, mental state, and environment. People with less self-control are more likely to be addictive. The security, sense of accomplishment, social system, and pleasure all of these video games could provide are quite attractive for those who lack pleasure in real life,

which could cause strong dependence on the game. Besides, when we faced with stress, people who are unable to handle conflicts tend to evade reality and become addicted to the virtual world. That could be the fundamental reason why most people are addicted to games.

From the conclusions of previous studies and analysis, we can summarize the following ways to avoid or treat internet game disorder (Drummond & Sauer, 2018).

1) We need the make more efforts in the video game content rating system as soon as possible so that different games have their corresponding age groups to avoid letting children who are not self-controlling come into contact with overstimulated games.

2) Game developers should not rely too much on designing games with immersive mechanisms and gameplay.

3) For specific individuals and families, what we can do more is to strengthen our quality and ability, and strengthen our cognitive, emotional, and psychological state.

For players who already have game disorder/ game addiction, we recommend the following methods for treatment(Drummond, & Sauer, 2018).

1) Family and friends can guide them patiently so that they can gradually recognize the state of indulging in the game.

2) Players should re-plan the real-life, establish a reasonable life ideal and goals, and find success, safety, and pleasure in reality.

3) Family and friends can appropriately allow the player to control the time spent in the game and increase the time spent in real-life activities.

4) In the process of playing the game,

the player can more rationally view the random behavior and reward mechanism in the game.



Photo :
https://media1.s-nbcnews.com/i/MSNBC/Components/Video/201806/tdy_health_tom_video_game_addiction_180619.jpg



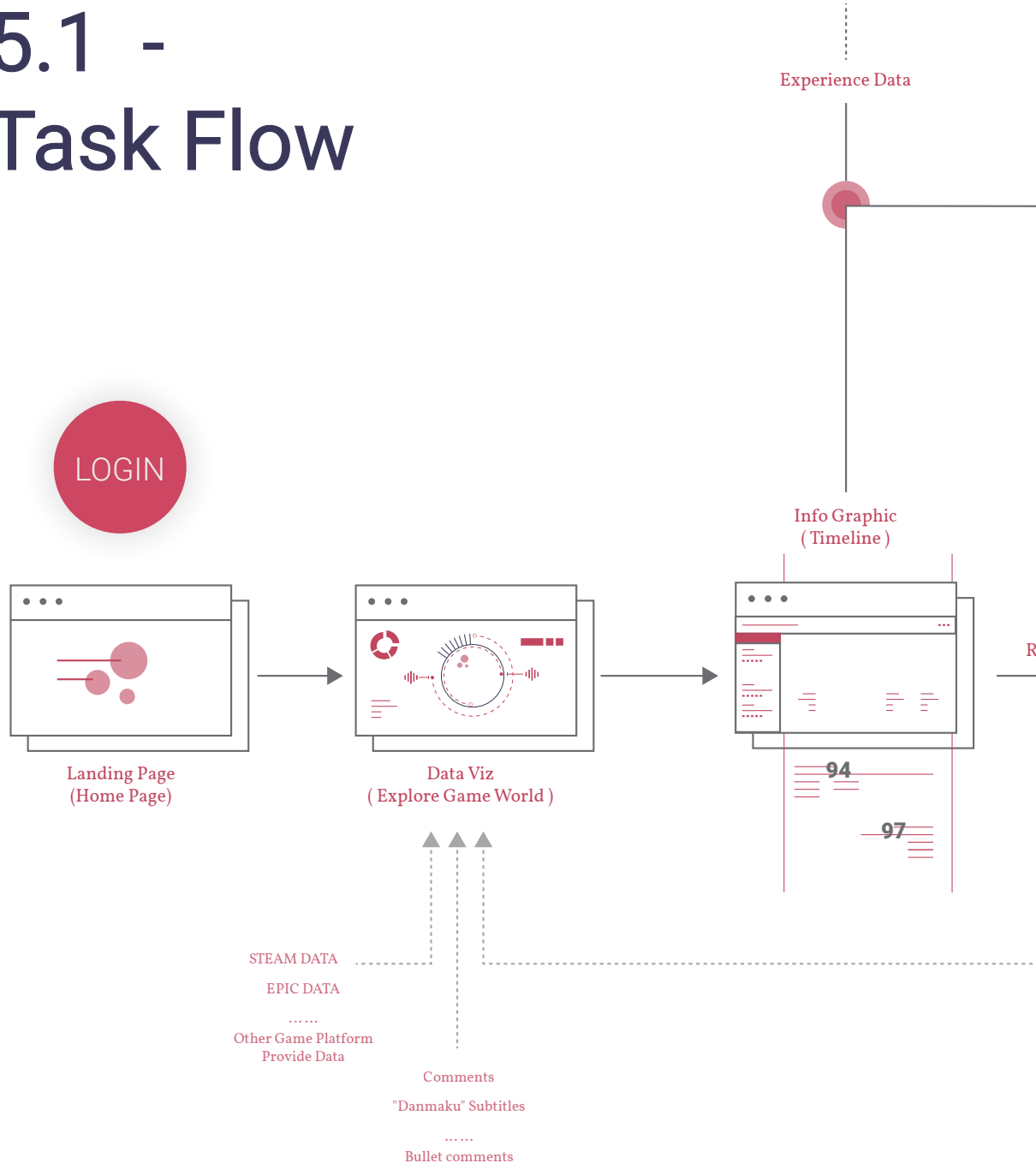
CH. 05

DATA
Multi-Experience

Task Flow

Final Work

5.1 - Task Flow


Experience Data
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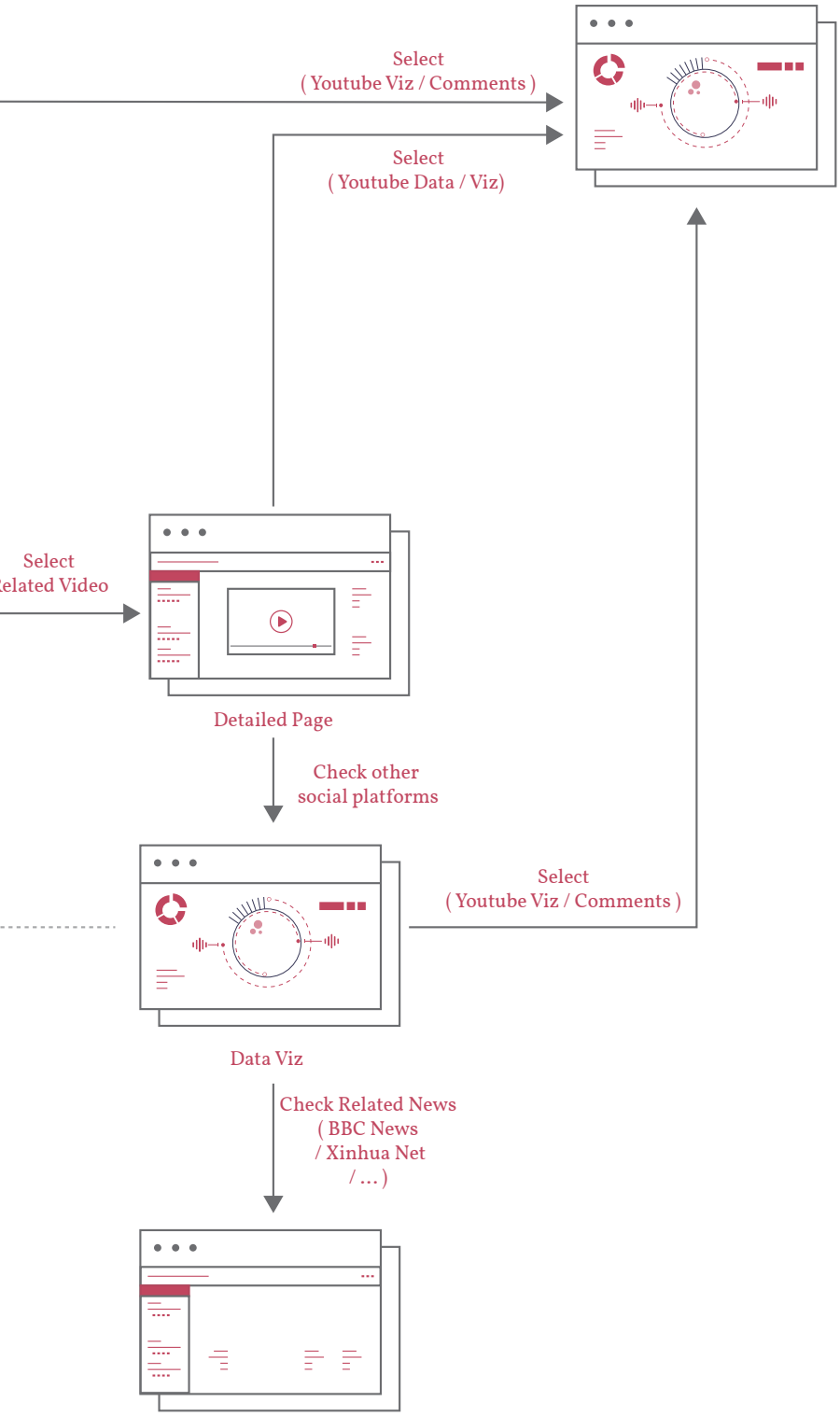
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HOME PAGE

Main Title

Selection





Menu
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DATA EXPERIENCE PAGE

Title

Peak Online Population

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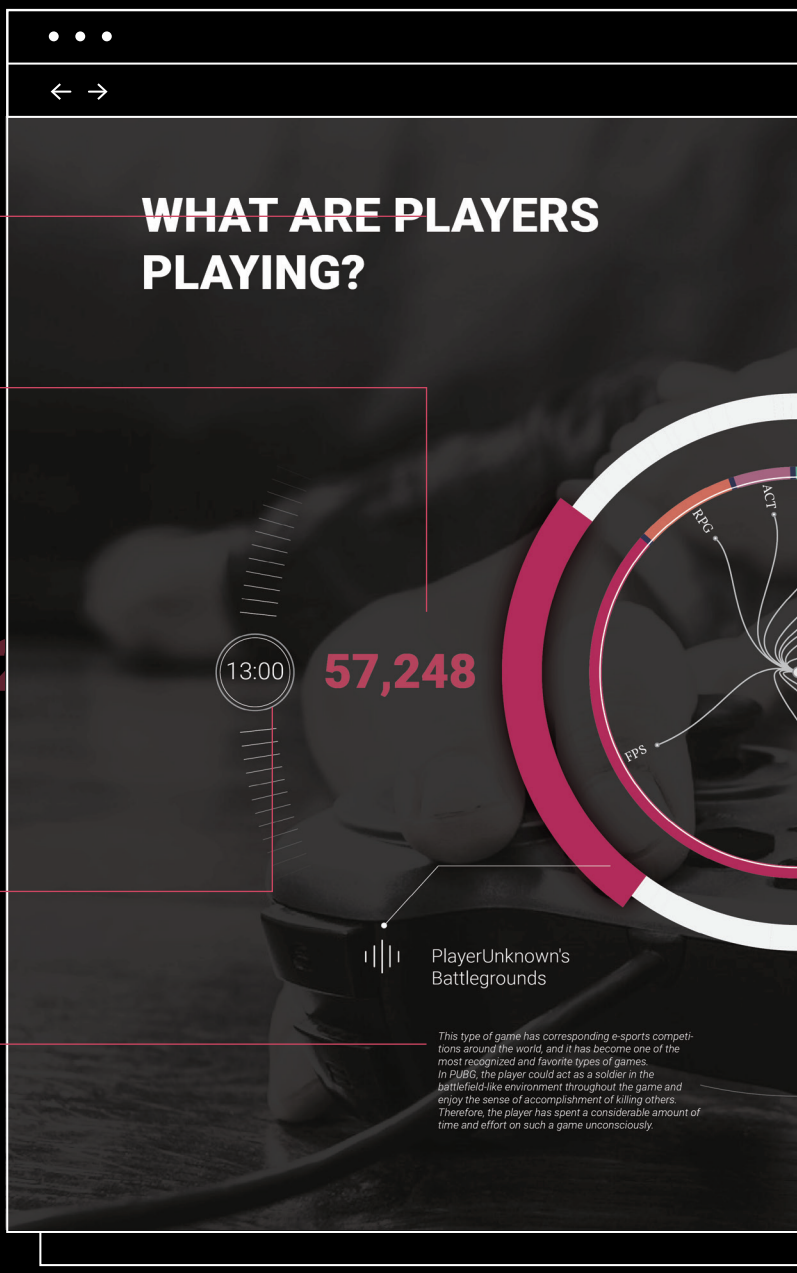
Selected Game





06 / 2019

Day Time

TIMELINE

Detox clinic for gamers to open in Netherlands Europe's first detox

AMSTERDAM, Netherlands — An addiction center is Europe's first detox clinic for game addicts, offering treatment for people who can't leave their joysticks a

Video games may look innocent, but they can be as as gambling or drugs

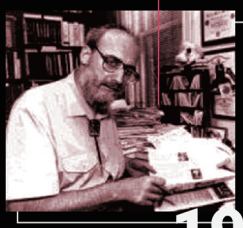
Title

Key Event / Portrait

Year

Events

DEVELOPMENT OF INTERNET ADDICTION



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opening
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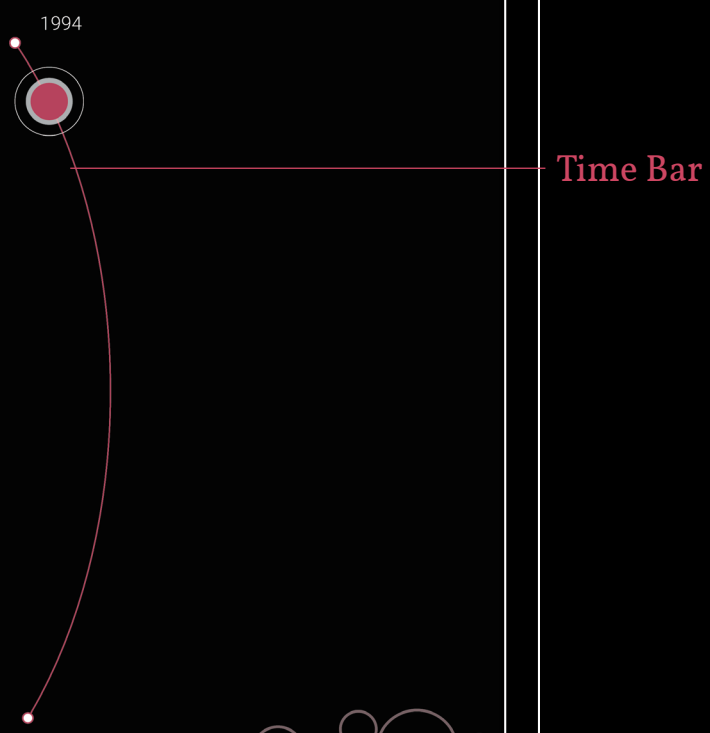
addictive

TIMELINE

CONCEPT



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EXTREME DEVELOPMEN
INTERNET ADDICTION T
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06

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NT OF
TREATMENT

TIMELINE

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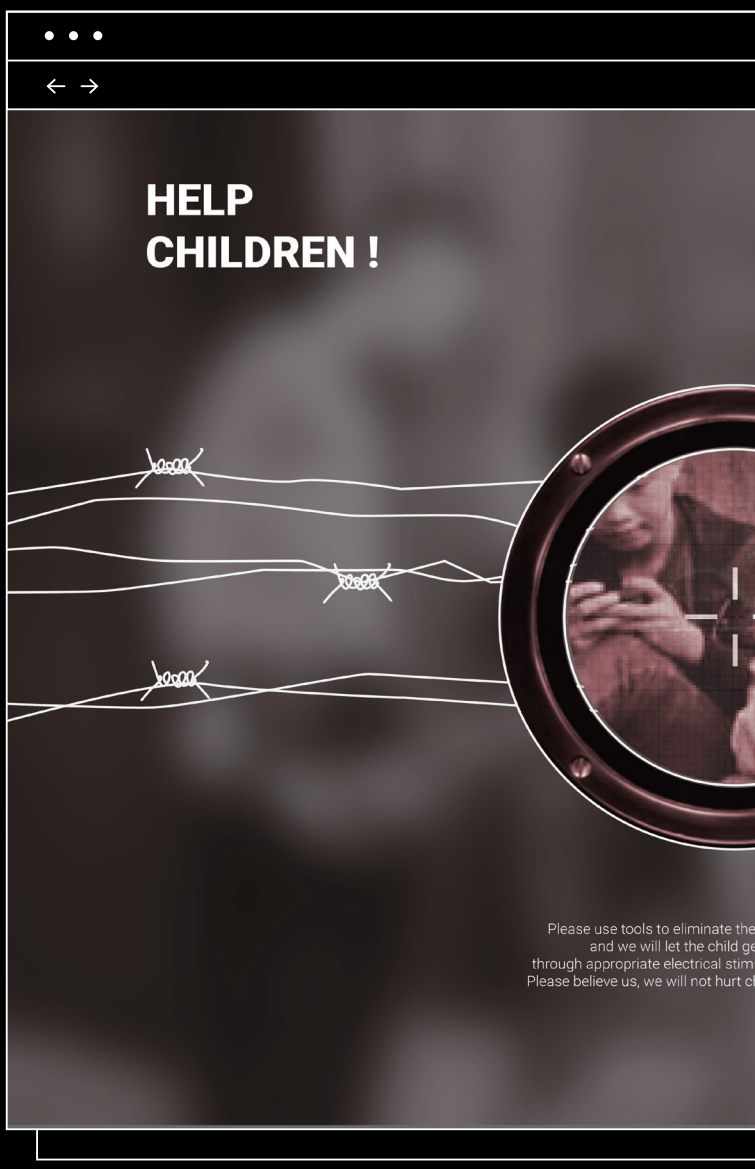
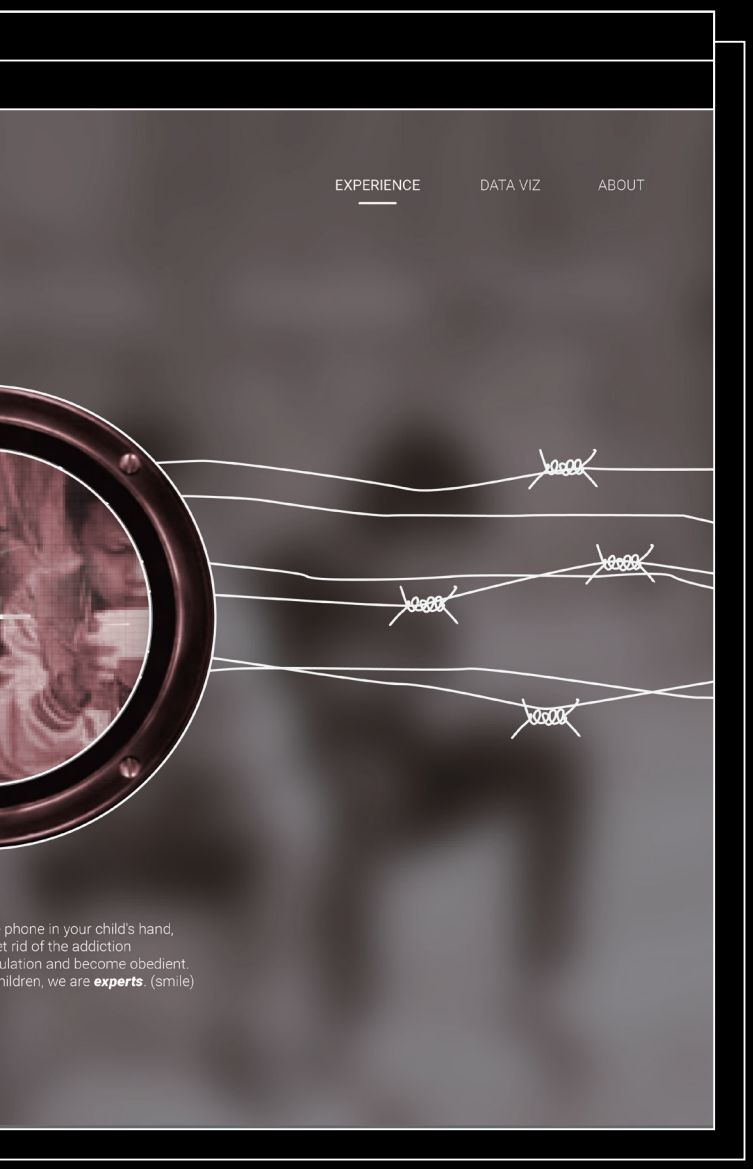
CCTV Program

INTERACTIVE EXPERIENC



Some so-called Internet addiction treatment schools obtain the trust of parents through fictional authority, then ask parents to send their children to school, and tell parents that they are experts, ***"please believe them,"*** they can treat their children well, but the result is they treated children with extreme violence.

CE



Here's an interactive narrative experience that tells the user, ***"please believe us,"*** and then the tool in the user's hand can "help" the child to quit internet addiction. After that, we will tell the user that what you are doing is sending the child to the real hell.

INTERACTIVE EXPERIENC

Title

Subtitle

Cases

Links

HELP CHILDREN !

Physical abus & Death



With your help, we have helped **6** *children to get rid of internet addiction.*

Senshan Deng, 15-year-old, was found dead eight hours after being sent to an Internet-addiction center in Nanning, Guangxi Province. It is reported that the teenager was beaten by his trainers during his stay in the center.<1>

In 2014, a 19-year-old, Lingling Guo, died in an Internet-addiction center with multiple injuries on head and neck in Zhengzhou, Henan Province.<3>

Source:
<1>http://news.ifeng.com/society/2/200308/0803_344_1283000.shtml
<2>https://www.rfa.org/mandarin/yataibaodao/wangyinshaonan-08192009153450.html
<3>http://www.bjnews.com.cn/inside/2014/06/23/322135.html
<4>https://www.bbc.com/zhongwen/simp/china/2016/09/160924_china_internet_addiction_killing
<5>http://news.cctv.com/2019/02/24/ARTIDepPBh13VQ6NYncakVr9190224.shtml
<6>http://edu.sina.com.cn/l/2017-11-03/doc-ifynmzrs6360903.shtml

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EXPERIENCE DATA VIZ ABOUT



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CH. 06

CONCLUSION

Conclusion

Reference

6.1 - Conclusion

Man only plays when in the full meaning of the word he is a man, and he is only completely a man when he plays.<>

Games are the basic needs of human beings. First of all, we don't have to use online games as a beast. In fact, game is still positive for people. What people worry about is the negative impact of too much time cost in games.

On the issue of whether or not to overplay video games could cause game disorder / game addiction, it has always been difficult to measure via a fixed standard. Especially in modern society, with the development of technology, many new occupations have been created. There are amount of people would be trained as a e-sports player, and some will broadcast their own game process through the web, which would inevitably make them spend a lot of time on the game. If this time we still use the previous measurement standards, there would be a big problem.

However, we still believe that discussing game addiction as a topic has a positive impact. It helps us to understand the game behavior itself and the rational meaning of the game to us.



Photo :
https://nexushub.co.za/images/gallery/00004/4862_feature_gamingdisorder_inset1.jpg



Photo :Photo by Ethan Miller/Getty Images for Esports Arena Las Vegas
https://now100fm.com/wp-content/uploads/sites/5/2018/06/GettyImages-937523282.jpg

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