

Online gaming addiction essay



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Josh Kearney Media essay Online gaming addiction Online game addiction is caused by the constant updates and the never ending game play; this is solved by limiting online game downloads to one at a time. The problem with online game addiction is that it is distracting children and young adults from their needs. Online gaming distracts people from food, sleep, and schoolwork. Although certain people are able to control themselves, there are people who can't. These people will play for hours on end, numbing their mind to the point where they can only think about game play.

The cause of this is the fact that a person goes on playing forever. To add onto this there are constant updates that once the hype of one dies down; a new one is introduced to build anticipation. Joshua Smyth, associate professor of psychology in The College of Arts and Sciences at Syracuse University, recently conducted a randomized trial study of college students contrasting the effects of playing online socially interconnected video games with more traditional single-player or arcade-style games.

Smyth's research found that online, socially integrated multiplayer games create greater negative consequences (decreased health, well-being, sleep, socialization and academic work). This proves my point that although these games can be fun, they can also be very dangerous. There, although, is a solution to this. As to most problems there is a solution. The solution to this problem is to limit the amount of games one person can place on a computer. This would be done simply by analyzing the key components of an online MMORPG. By doing this you can train computers to detect these qualities.

After doing so, it would be possible to make the computer limit how many of these games are downloaded. There are also certain problems with this.

There are problems with limiting the amount of MMORPG's that can be downloaded on computer. An example of which is that it may be difficult to program a computer to detect certain MMORPG games. What I mean by this is that certain games are on disks, but these games not be particularly addicting. On the other hand, certain MMORPG's come on disks. This is another problem that comes up, such as how would a computer detect these components on disks.

Due to these problems the outcome of the solution would have both positive and negative aspects. The outcome of this solution would cause controversy. The first thing that would happen is that people would become more aware of their health. Afterwards people would begin to argue over limitation of MMORPG downloads. This could eventually lead to new black market products, computers. This would create a new difficulty involved in crime solving. So I ask you this, Is it worth all this just to eliminate online video game addiction?