

Academic report on video game addiction social responsibility

[Linguistics](#), [English](#)



and Number Annotated Bibliography Dike Van De Mheen et al. " Video game addiction and social responsibility." *Addiction Research & Theory* 18. 5 (2010): 489-493. Academic Search Premier. EBSCO. Web. 26 Oct. 2011.

This scholarly article discusses the concept of video game addiction where players have trouble controlling themselves in terms of how long they play video games and their overall investment in these games. Addiction ultimately occurs when the games begin to take control over the gamer's life both in the time spent and the social consequences. The article goes on to present the argument that there should be a certain amount of social responsibility involved in keeping video game addiction at bay through government regulation, particularly when it comes to overly violent games. The authors also believe that the companies which produce the games should be somewhat responsible for their consumers. This particular article would be helpful in establishing distinct ways that society can be more responsible when it comes to this issue as the article presents several specific examples for this. In addition, the article does a good job of presenting an overview of the problem which would be helpful in establishing the background for the paper.

Mehroof, Mehwash, and Mark D. Griffiths. " Online Gaming Addiction: The Role of Sensation Seeking, Self-Control, Neuroticism, Aggression, State Anxiety, and Trait Anxiety." *CyberPsychology, Behavior & Social Networking* 13. 3 (2010): 313-316. Academic Search Premier. EBSCO. Web. 26 Oct. 2011.

This article provides a study that details some of the consequences in terms of a person's mental well-being when they have become addicted to video

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games. For instance, the research illustrates that those who are addicted to video games display an overall increase in aggression, violent behavior, anxiety, and neuroticism. The study found that these behaviors or personality traits were very prevalent in those who were addicted to online gaming. The article would be helpful for a research paper on the topic of video game addiction and social responsibility in that it provides evidence as to how video or online gaming impacts a person negatively. This impact can be pointed to in order to prove that society should be held to a higher standard in terms of how it deals with this type of addiction.