

Dota effect essay sample

[Entertainment, Games](#)



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DotA effects have been continuing for several years since the launch of the War of War Craft and the Frozen Throne. Almost every people especially the youth has played this game at the very beginning of the years. What is the content that DotA offers to the gamers? And how's the excitements that it brings towards the gamers? And you may ask a key question, how long will this DotA effects last?

Introduction

There are many students and even some young professionals that are addicted to DotA. This is one of the computer games that can be played by many players and is one of the most popular games to young students. Many students get addicted to this game and they even spend long hours inside the computer shop just to play the game. There are studies that getting addicted in playing computer games affects their studies and this is the cause why they are lying to their parents that they need extra money for their school project but the truth is they are just using the money to rent a computer where they can play DotA with their classmates. Sometimes, in order to make the game exciting, they have a deal to pay those who won the game, so it already becomes a form of gambling.

When time spent on the computer playing DotA games or cruising the Internet reaches to the point when it harms a child's or adult's family and social relationships, or disrupts school or work life, that person may be caught in a cycle of addiction. Like other addictions, DotA game has replaced friends and family as the source of a person's emotional life. Increasingly, to feel good, the addicted person spends more time playing video games or

searching the Internet. Time away from the computer or game causes moodiness or withdrawal. When a person spends up to ten hours a day or more rearranging or sending files, playing games, surfing the net, visiting chat rooms, instant messaging, and reading emails, that easily can reach up to seventy to eighty hours a week on-line with the computer and will result to major disruptions from work, school, and in social life.

Backgrounds of the Study

Technology today is very advanced and widely used by people in working, studying, communicating, and even for games and entertainment. Games are very popular with teenagers these days. It entertains them and made them have fun. It... [continues]

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DotA basically is a game expanded from version of War of War Craft, which initially a strategic game similar to Red Alert series. But eventually evolved into current state. Gamers can play DotA on a wide range; from single player, local LAN, or LAN over internet connection with various country's gamers. There contain variety of Heroes to be chosen as your character, there are many type of gaming modes, and different type of map for the

game modes. There's no need for me to explain how the game is conducted and the features of the game. Because there are lots of gamers who are more expert than me exist in the DotA community. For me, this DotA is not a difficult game for amateur, you can start play DotA anytime and familiar with this game easily over 2 or 3 days. But one things to remind you is, DotA is not easy to master and play like a Pro. You can take up to several years spent on this game but still behave like amateur.

There are lots of effects which DotA brings to our society, to be particular, the youth. With no doubt this game is one of the hottest game in the market. In every cyber cafe you can see gamers stick with their screen and mouse and keyboard, with their face full of concentration and excitements finding ways to defeat their opposing team or enemies. Actually DotA serve as a platform for youth to communicate. Teenagers who initially don't know each other can easily become friends through DotA game, because this game provides a common topics for every of the teenagers. They can discuss about the weapons, the heros, the tactics, the different versions of...

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