

A STUDY ON GAMING ADDICTION IN YOUNGSTERS (TAMIL NADU)

AUTHOR – S.KOGULA SWATHI, STUDENT AT SAVEETHA SCHOOL OF LAW, SAVEETHA INSTITUTE OF MEDICAL AND TECHNICAL SCIENCES (SIMATS)

BEST CITATION – S.KOGULA SWATHI, A STUDY ON GAMING ADDICTION IN YOUNGSTERS (TAMIL NADU), *INDIAN JOURNAL OF LEGAL REVIEW (IJLR)*, 5 (10) OF 2025, PG. 37-53, APIS – 3920 – 0001 & ISSN – 2583-2344.

ABSTRACT :

Online games are a highly popular entertainment in modern societies. They refer to games that are played over a computer network or mobile network. They are different from video games and computer games that do not use the internet and do not have interpersonal communication. The objective of this paper was to find why they are addicted to online gaming and how it affects society. The research method followed is descriptive research and the sample size is 200. Convenience sampling method is adopted in the study to collect the data. The samples were collected from friends and relatives. All data was analysed by computer using IBM Statistics SPSS, Version 23 package. The independent variables are age group, gender, marital status. The dependent variables are types of online gamers, favourite mode in online games, level of spending time for online games per day, changes of characteristics of playing online games, rating of with whom they mostly play online games.

Keywords: Online gaming, Society, internet, Communication, Entertainment.

INTRODUCTION:

Addictions are a well-known problem for the human kind. One reason I know everyone, even adults who are playing online games like Pubg, COD is that it lets them interact and virtually meet their distant friends and complete strangers. It makes them a hero like when they play an online game, it gives them an identity. Identity of a superhuman, who is more powerful, has ultimate skills, immortality, great powers, controls over situations etc. They seem to miss those things in real life that are fulfilled by the game. There is no end in any games. Because they want to hook them in the games. So, they keep playing on and on. Therefore, they provide updates on a regular basis to keep them in the game.

Some of them play online games to reduce stresses on their work and to ease bad moods and feelings. The state of online gaming 2020 research says India took top 3 among the other countries. Recently PUBG has been

banned in India. Nowadays people are self-quarantining at home themselves and have been spending a lot of time playing online games since the lockdown began in India. Recently due to these types of issues PUBG has been banned in India and also in some other countries. In future it might become a big problem in society because of playing games it reduces mentality and it changes in their behaviour and activities. However it is in our hands to use the devices properly and bring yourself to focus on your jobs, studies and other activities including sports, exercise etc. So my research is to study the reason they are addicted to online gaming and the effects of online gaming in society.

OBJECTIVES:

- To understand why they are addicted for online games
- To know about how it affects the society

- To know about how their characteristics are changing
- To understand the advantages and disadvantages on online gaming

REVIEW OF LITERATURE:

CT Wittek Turi Reiten Finseras Stale Pallesen, Rune Aune Mentzoni, Daniel Hanss, Mark D. Griffiths, Helge Molde(2016), examined a study of prevalence and predictors of video game addiction. The sample size of the study is 3389. Results showed that there were 1.7% addicted gamers, 7.3% problems on online gaming with one being positively associated and negatively associated..([Wittek et al. 2016](#))

Antonius J. van Rooij, Tim M. Schoenmakers, Regina J.J.M. van den Eijnden, Ad A. Vermulst, and Dike van de Mheen(2012), examined the Video game Addiction Test. The used data of sample size is 2894 from a large sample paper and pencil questionnaire study which was conducted in 2009 on secondary schools in Netherland. The measurements included the proposed VAT, the compulsive internet use scale, weekly hours spent on various game types and several psychological factors. ([van Rooij et al. 2012](#))

Zhengchuan Xu , Ofir Turel and Yufei Yuan(2012), examined adolescents' addiction for online gaming and he has taken two samples. In the first survey 163 adolescents used validating and refining survey instruments. Second survey data collected from 623 adolescents were analysed with partial least squares techniques. He concluded that online gaming leads to harm. To prevent this we have to switch our activities like playing outdoor games etc...([Xu et al. 2012](#))

Maja Ruzic-Baf, Hrvoje Strnak, & Andrea Debeljuh(2016), examined the online video games and young people. The sample size of the study is 123. It was conducted in a primary school according to their gender male respondent is 72 and female respondent is 51. It shows that male respondents are involved more in online games than the female

respondents. It is concluded that students should learn about the usage of mobile phones like advantages and disadvantages and should know about the risks of addiction for online gaming.. ([Ružic-Baf et al. 2016](#)).

Andreassen, C. S., Griffiths, M. D., Gjertsen, S. R., Krossbakken, E., Kvam, S., & Pallesen, S. (2013), examined about the relationships between behavioral addictions and the five-factor model of personality. The sample size of the study is 218 which was conducted in a University of Bergen, Norway from the psychology undergraduate students. It concluded that addiction to the behaviour which leads to high risk for their body and also it affects their nervous system. To avoid this type of issue they have relaxed themselves by doing exercise, concentration on studying etc...([Ng and Wiemer-Hastings 2005; Andreassen et al. 2013](#))

Brian D. NG, Peter WH.(2005), says about the addiction to the internet and online gaming. The sample size of the study is 91. It was conducted using a demographic survey method. It shows that MMORPG users play video games because of the virtual experience which they gain in their real life. Because of this online they are addicted to video games..([Ng and Wiemer-Hastings 2005](#))

Katerina Skarupova and Lukas Blinka(2015), lists about the Interpersonal dependency and online gaming addiction. The sample size of the research is 6,730 who are Czech and Slovak online gamers. It implies that high scores on games increases the positive association with playing the online gaming which helps to reduce the stress level and gives the inner peace and it is negatively associated with the health dependency while addicted to the online gaming..([Škařupová and Blinka 2016](#))

Semra Karaca, Ayse Karakoc, Ozlem Can Gurkan, Nevin Onan, Gul Unsal Barlas(2018), Studied about the Investigation of the Online Game Addiction Level, Sociodemographic Characteristics and Social Anxiety as Risk Factors for Online Game

Addiction in Middle School Students. The sample universe is 9800 students among them samples were selected by simple random sampling finally the sample size of the research was 1174. It persists that adolescence is the age group where they are easily prone to addiction as like its same for online gamings. People under the adolescent age group fall easily for online games which brings them peace entertainment and relaxation when it continues it is dropped into addiction. It also results that having parents who completed high school or higher level of education are mostly in addicted to the online gamings and spending adequate time in computer.. ([Karaca et al. 2020](#))

Simran Kaur(2020), examined the Effects of online games on the personality of adolescents. The sample size is 500 and the study was conducted in a school in Delhi. It is a random sample of male and female participants according to the age group between 13 and 19. Among the 500 participants only 402 completed the entire questionnaire and the remaining 98 participants were eliminated because they didn't properly answered for all the questions. In conclusion it was found that there is a significant difference between the meticulous and agreeableness among the participants who are playing online games.

Emre Muezzin(2015), studied about the Comparison Of online game addiction in high school students with habitual computer use and online gaming. The sample is 131 and the study was conducted in a high school with who had personal computers. According to the age group the male participants is 50 and the female participants is 81. It says that it is a profit that they earn by playing online games and maximum they had a lot of troubles in their lives so they are playing the games. In the conclusion he says we have to create awareness among the students about risks and how to prevent them from playing online games.

Michael Decker, Martin Fischer , Ingrid Ott(2017) Service Robotics and Human Labor: a

primary technology assessment of substitution and cooperation. Depending on whether the collaboration between humans and robots constitutes a substitution of tasks. The information technology perspective indicates that robots – with reference to their hardware – generally subsided of a security risk and thus – unlike industrial robotics of the past – generally enable close collaboration with humans. This progress within the hardware development of robots and their capacity of processing environmental information goes hand in hand with advances in programming service robots that enable people without training in information technology to manage service robots to a limited degree. the talents of current personnel, also because the operating capability and buy and maintenance costs of robotic technology. this needs a really detailed analysis of the service segment the robot is to be utilized in .Statements regarding service robotics generally are hard to be justified on the idea of this set of criteria because the quality of the services, the potential for standardization of labor environments, the design of the human-machine interface, the extent of education of the human service providers, etc. As a consequence, there will be no general technology assessment of service robotics intrinsically , but exemplary studies will got to be conducted for various service robots.

Nikolaos Mavridis(2015) examined a couple of reviews of verbal and non-verbal human-robot interactive communication. a summary of human-robot interactive communication is presented, covering verbal also as non-verbal aspects. f research in human-robot interactive communication was presented, covering verbal also as non-verbal aspects. axis of human fluid representation with the motivation of operating we will be able to see in the future.5 ([Mavridis 2015](#))

Changsheng Li, Published 07 Dec 2021, Use of the Human Walking Gait Cycle for Assistive Torque Generation for the Hip Joint Exoskeleton. Examined whether it could be fixed as an supportive method for the patients

suffering from dislocation and other sorts of hip joint issues, this can be fixed and it can carry on the work as programmed or designed accordingly to perform the respective job assisted.

Shahram Payandeh Published, 02 Dec 2021, Parking Space Detection and Path Planning Based on VIDAR, examined the ways and possibilities of working of robotic technologies in the parking fields and in the conclusion how large number of vehicles can be parked within smaller areas.

Shan Zhong, 2021, Design and Performance Simulation of Computer Control System for Automatic Monitoring of Upper Computer Communication Operation State, examined With the continuous expansion of the operating scale of industrial enterprises, only realizing the control of various field devices can no longer meet higher requirements, and the real-time response to the working conditions of the field devices has more practical significance.

Serife Inci Salvarli, Mark D. Griffiths (2019), studied about the Internet Gaming Disorder and Its Associated Personality Traits: A Systematic Review Using PRISMA Guidelines. It results that in etiology of IGD examining the role of useful traits and also in states that choosing of different games has a different impact on IGD. ([Şalvarlı and Griffiths 2019](#))

N Safarina and L Halimah (2019), examined Self-control and online game addiction in early adult gamers. The sample size is 33 online gamers were involved. It resulted that online gaming addiction and self control are highly significantly correlated which means the lower the self control the higher the chance of addiction. ([Safarina and Halimah 2019](#))

Mesut Yavuz, Selda Kır, Esra Ozen, Merve Gunduz, Burak Akdeniz, Muhammed Tayyib Kadak (2019), studied about Examination of the Associations between Digital Game Addiction, Abilities of Reading Mind in the Eyes and Alexithymia: An Adolescent Sample from Ordu

Province. The sample size involved in the study was 358 females and 286 males. It resulted that both the male and female who plays the online game have the same impact over the reading ability mind in the eyes and Alexithymia. ([Yavuz et al. 2019](#))

Chih-Hung Ko, Ju-Yu Yen, Cheng-Chung Chen, Sue-Huei Chen, Cheng-Fang Yen (2005), examined about the Gender Differences and Related Factors Affecting Online Gaming Addiction Among Taiwanese Adolescents. The sample size of the study was 395. It resulted that male adolescents were addicted to online gaming than the female adolescents. ([Ko et al. 2005](#))

Pradeep Yarasanil, Roshakhi Sultana Shaik, Achyuth Rama Raju Myla (2018), studied the Prevalence of addiction to online video games: gaming disorder among medical students. The sample size of the study was 575 undergraduate medical students. The results stated that the average online gaming duration was found to be 3 hours. The duration of playing online games who were addicted was 7 hours a day. The playing duration, interest, way of playing, the impact of addiction differs from female to male. ([Yarasanil et al. 2018](#))

RESEARCH METHODOLOGY:

The research method followed is descriptive research. A convenience sampling is a sample where the respondents are selected, in part or in whole, at the convenience of the researcher and data was collected by a structured questionnaire. The samples were collected from friends and relatives. Sample size is 200. The questionnaires consisted of demographic data and statements in Likert scale. The independent variables are age group, gender, marital status. The dependent variables are types of online gamers, favourite mode in online games, level of spending time for online games per day, changes of characteristics of playing online games, rating of with whom they mostly play online games. All data was analyzed by computer using IBM Statistics SPSS, Version 23 package.

ANALYSIS:

LEGEND

Figure 1

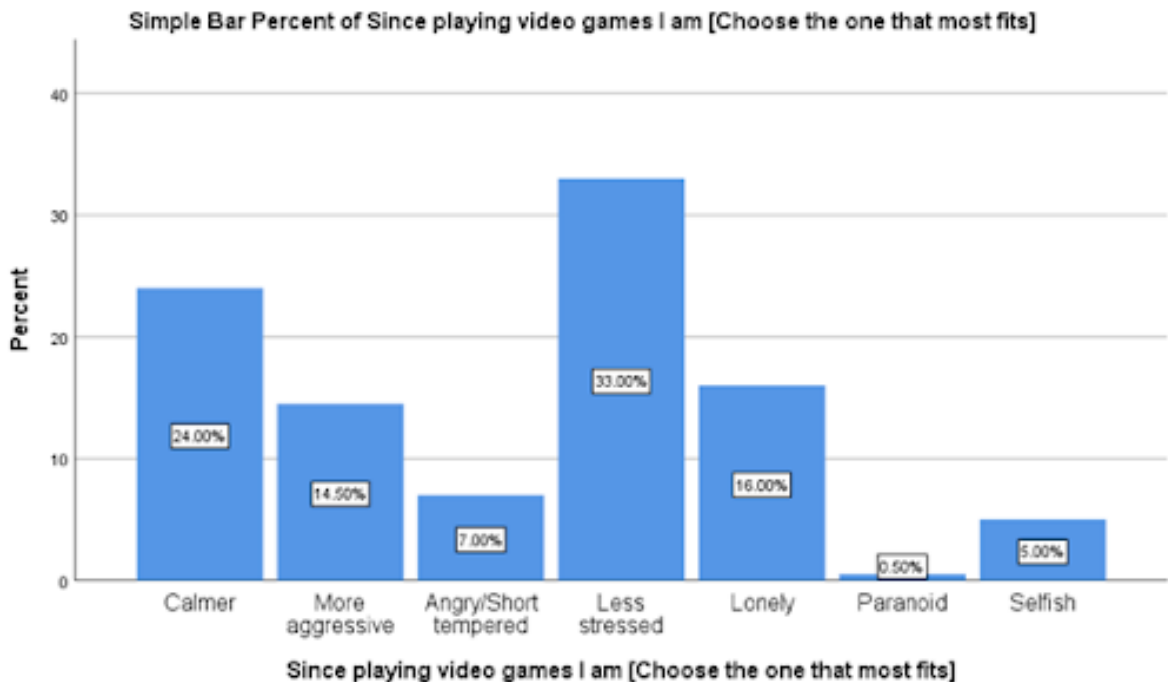


Figure 1 represents the different mentality and changes in their playing online games.

Figure 2

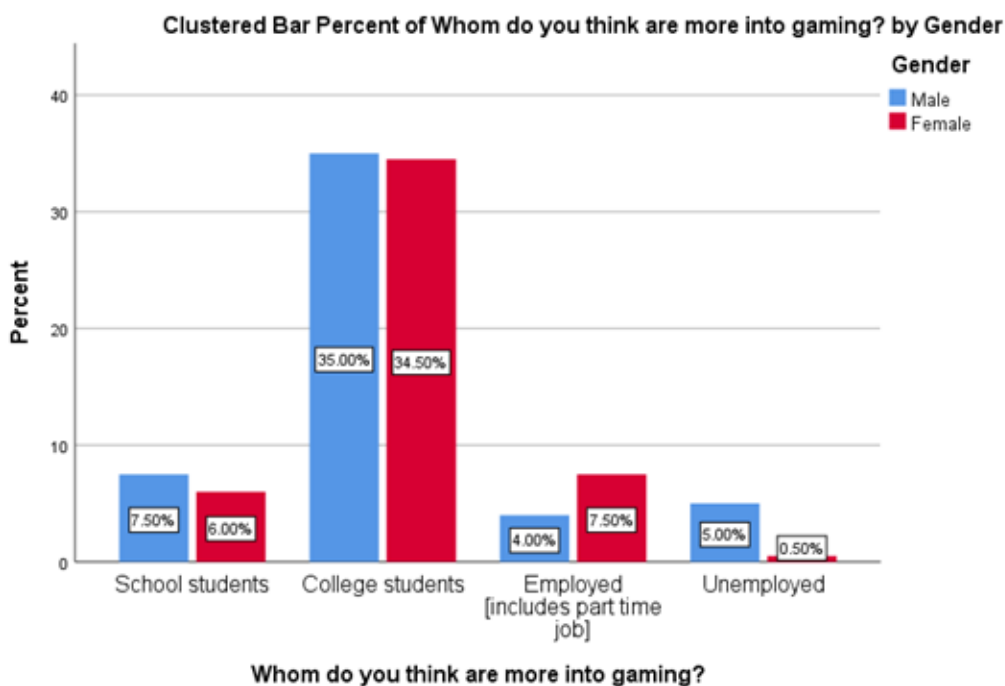


Figure 2 represents the responses from the respondents of different stages of people with respect to their gender.

Figure 3

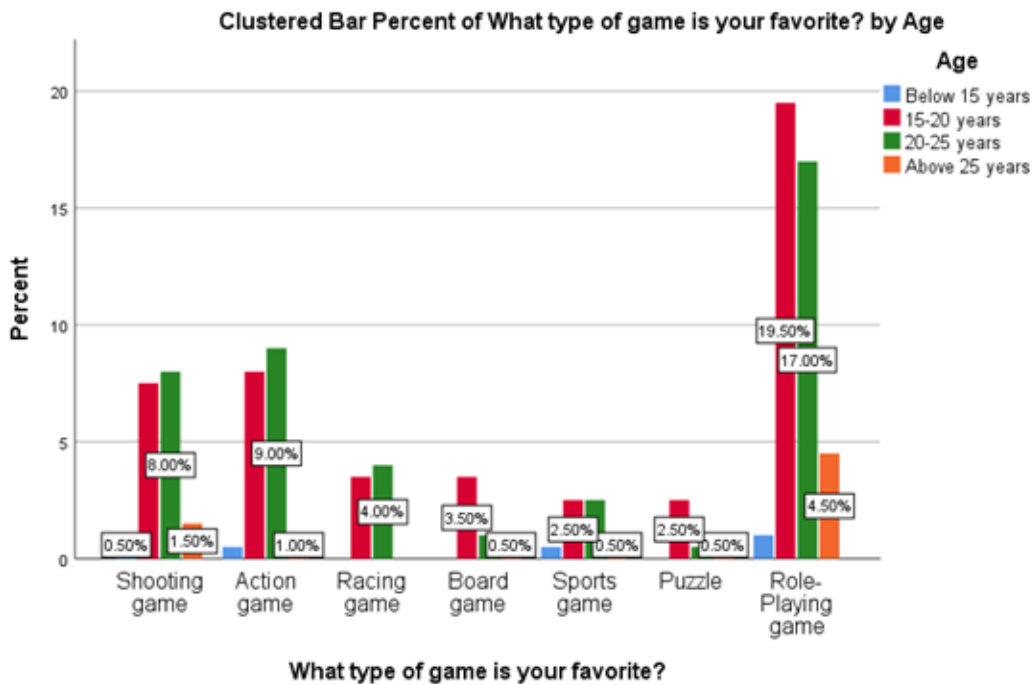


Figure 3 shows the preference of the respondents and says the types of playing online games with respect to their age.

Figure 4

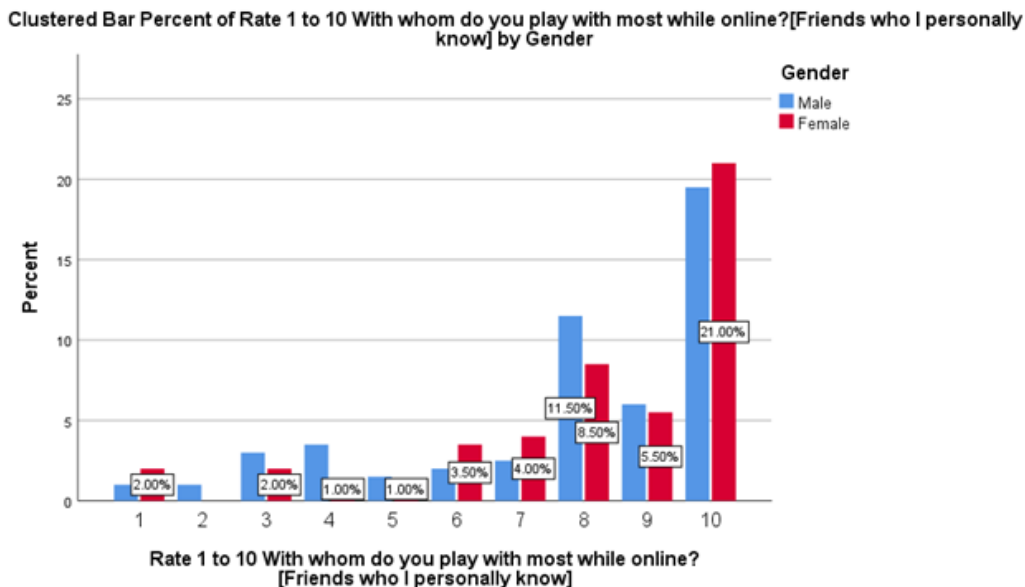


Figure 4 shows the influence of gender on the statement “With whom do you play with most online [Friends who I personally know]”

Figure 5

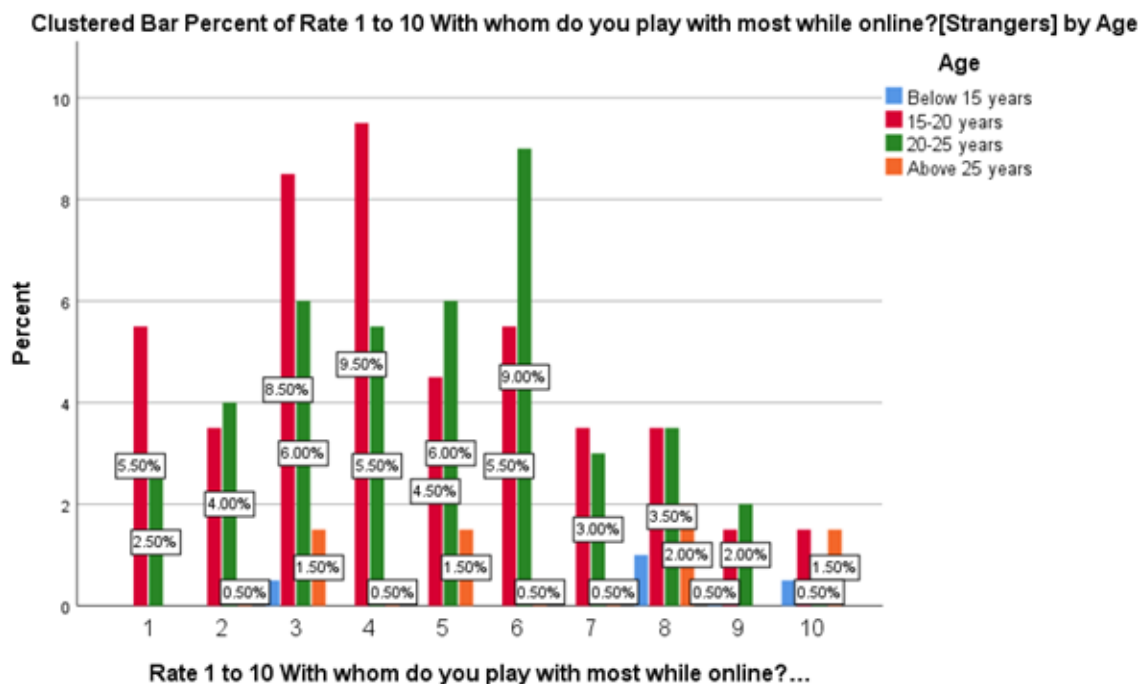


Figure 5 represents the respondents who play with strangers most while online with respect to the age.

Figure 6

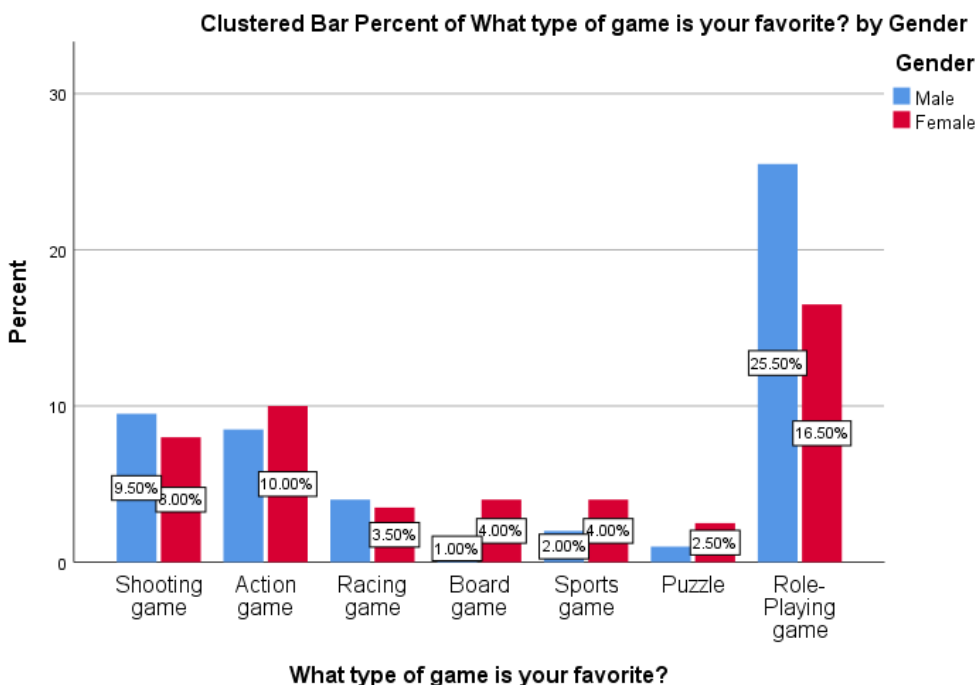


Figure 6 shows the favourite game with respect to gender.

Figure 7

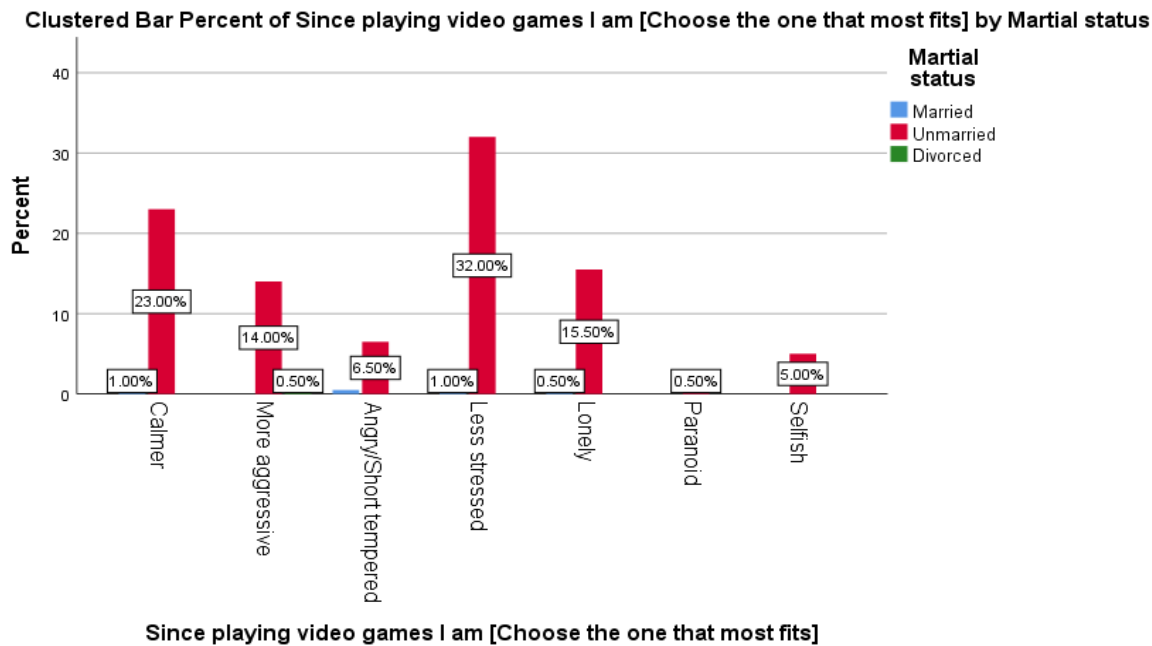


Figure 7 shows the reason for the preference of playing video games with respect to marital status.

Figure 8

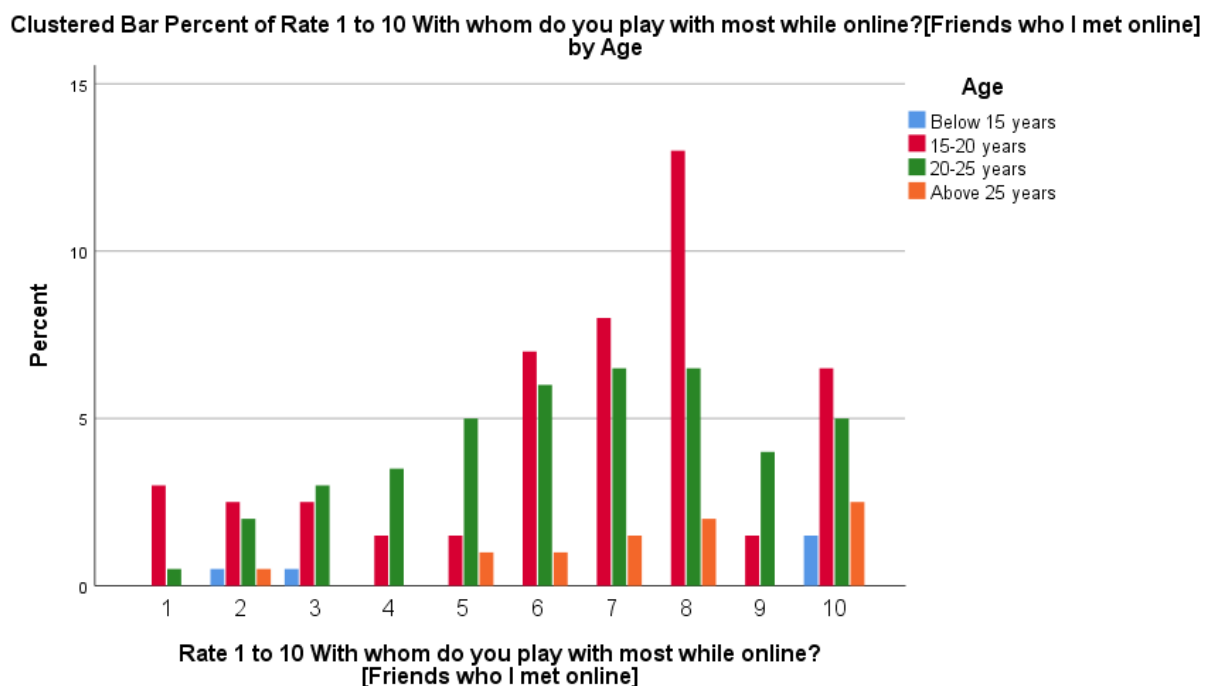


Figure 8 shows the rating of age groups who are interested to play online games with the friends they met online.

Figure 9

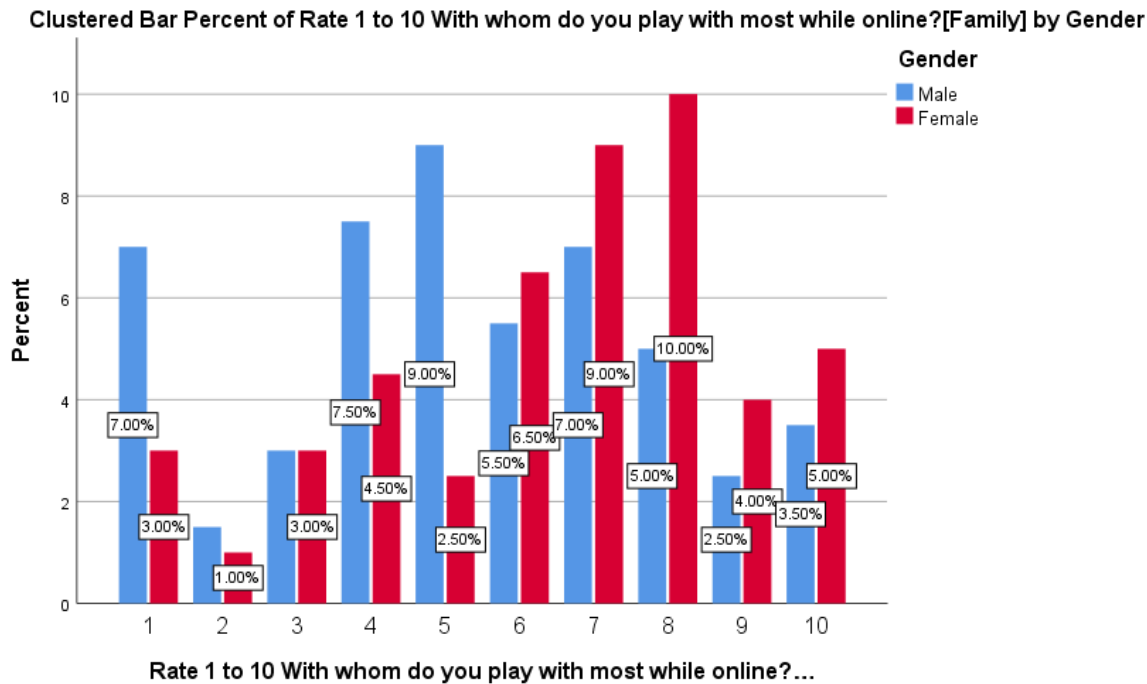


Figure 9 studies about playing online games with family members with respect to gender.

Figure 10

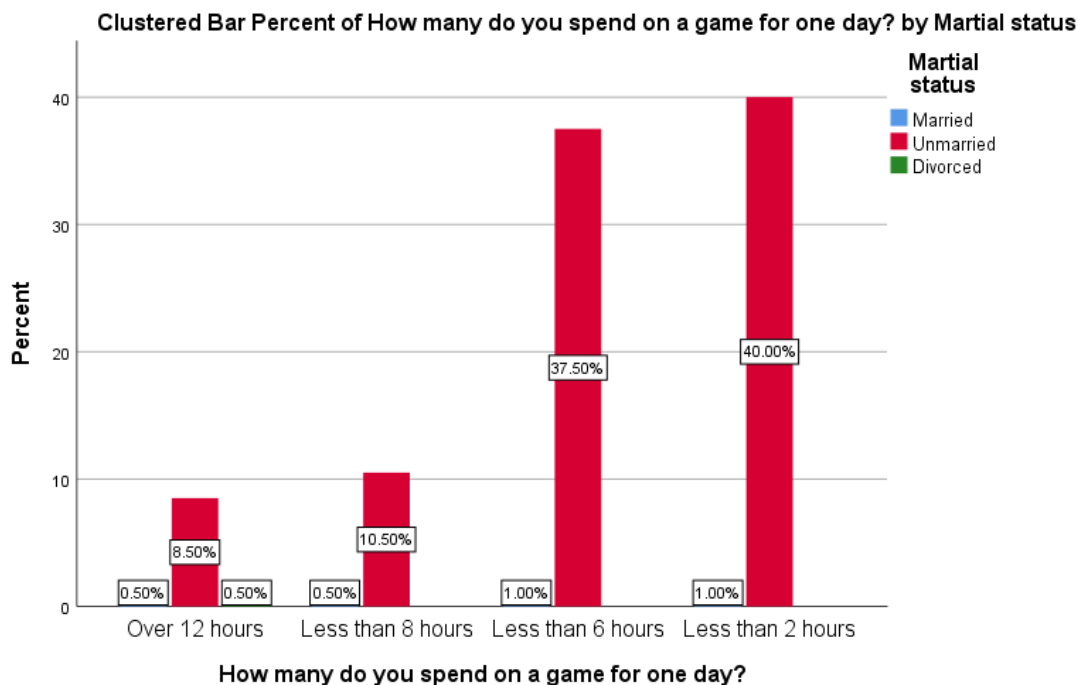


Figure 10 shows the duration to play online games for one day with respect to marital status.

Figure 11



	Value	df	Asymptotic Significance (2-sided)
Pearson Chi-Square	47.806^a	6	.000
Likelihood Ratio	28.464	6	.000
Linear-by-Linear Association	9.651	1	.002
N of Valid Cases	200		

a. 8 cells (66.7%) have expected counts less than 5. The minimum expected count is .06.

Figure 11 shows the chi square table which tests association between marital status and choices of playing online games.

Figure 12

	Sum of Squares	df	Mean Square	F	Sig.
Between Groups	77.650	3	25.883	4.708	.003
Within Groups	1077.545	196	5.498		
Total	1155.195	199			

Figure 12 shows the ANOVA table that tests the significant difference of agreeability towards playing online games with strangers between age groups.

Figure 13

ANOVA

How many do you spend on a game for one day?

	Sum of Squares	df	Mean Square	F	Sig.
Between Groups	4.985	2	2.493	2.845	.061
Within Groups	172.595	197	.876		
Total	177.580	199			

Figure 13 shows the ANOVA table that tests the difference between the time spent on playing online with marital status.

Figure 14

Clustered Bar Percent of Do you think that online education has increased health issues among the children .
by Education Qualification

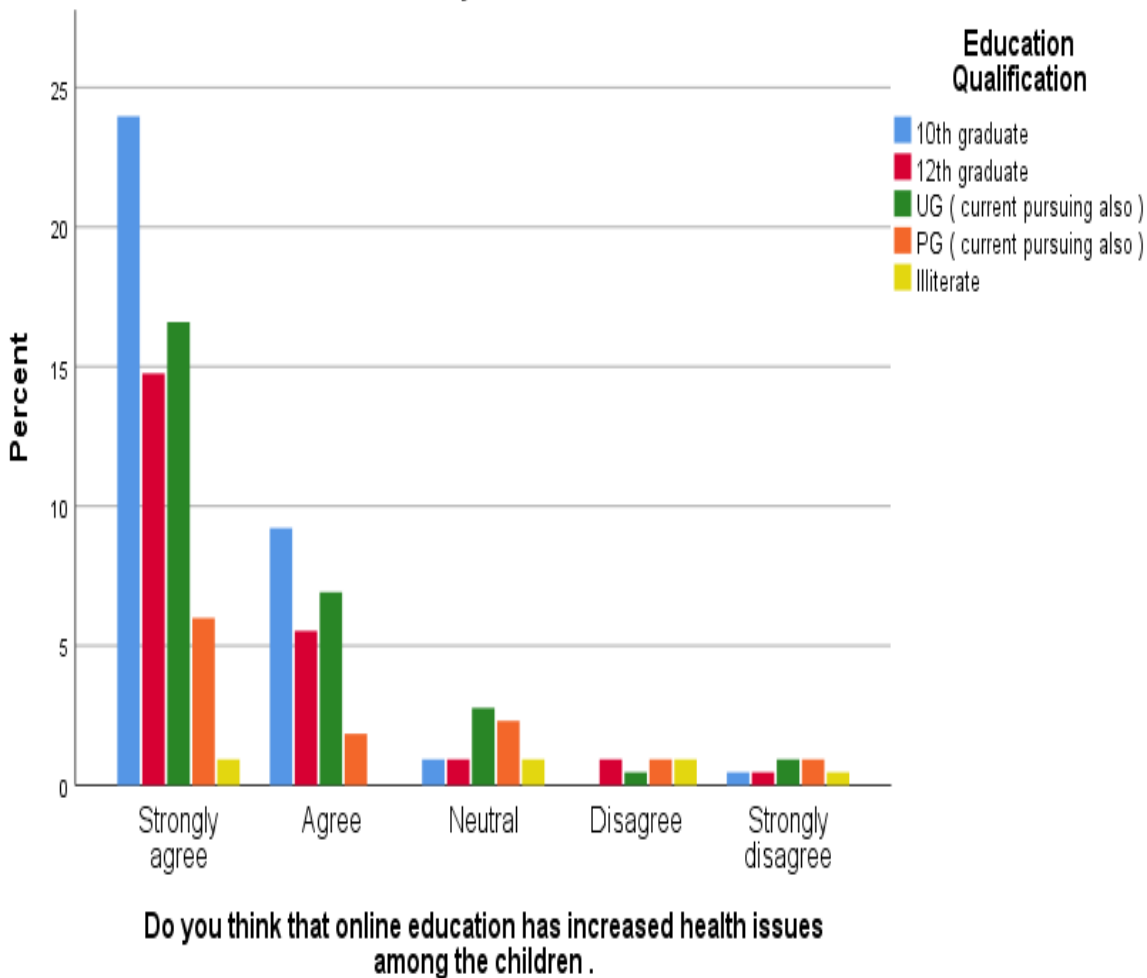


Figure 14 shows the respondents with respect to their education qualification agreeing the increased health issues among the students while attending the online classes

Figure 15

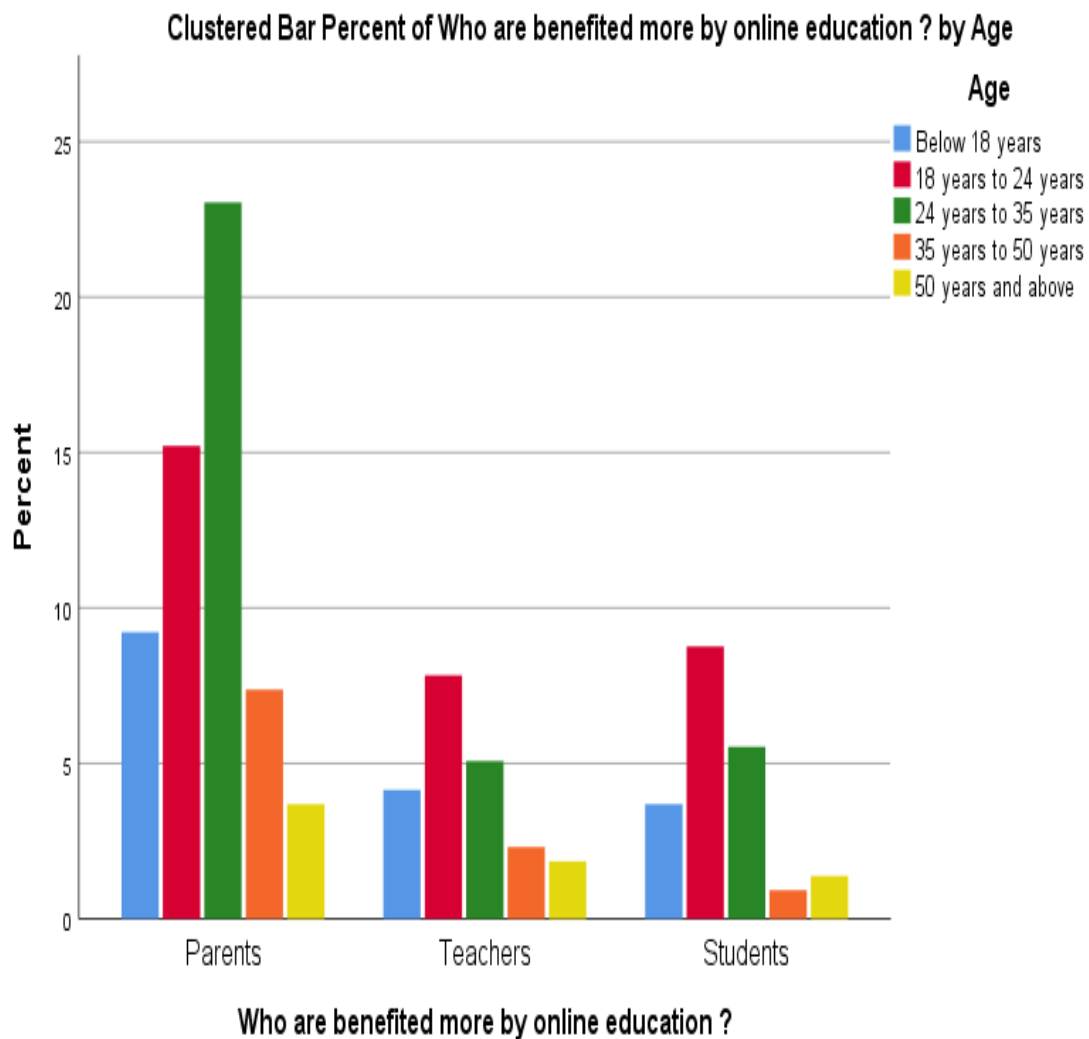


Figure 15 shows the respondents with respect to their age giving their opinion about the people who are benefited more out of online education .



Figure 16

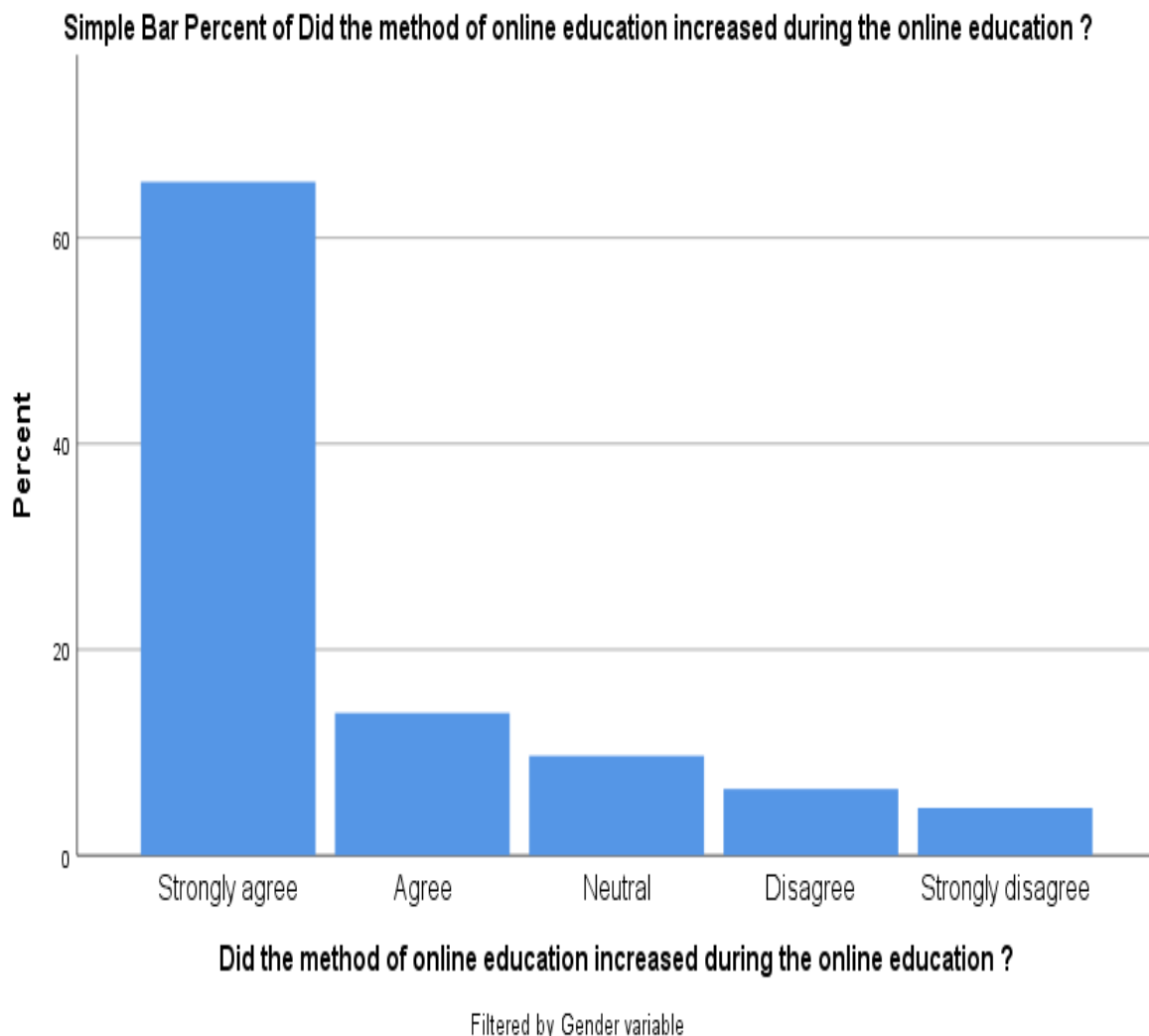


Figure 16 shows the agreeability of the respondents with respect to their age for the fact if the system of online education has increased during the covid pandemic .

RESULTS:

From figure 1, it is clear that most opinion is upon it makes the people relieved and feel them less stressed on playing online games. 33% of respondents voted highly for less stress among the others. From figure 2, it is clear that both male and female respondents have high responses to playing online games with 35% and 34.5% respectively. The second one of respondents is from school students having 7.5% and 6% respectively. From figure 3, it is clear that the respondents mostly love to play role playing games in the age group 15-20 years with 19.5% respectively. Secondly most preferable by respondents in the role playing game in the age group 20-25 years with 17%

respectively. From Figure 4 it is clear that females support this statement (21%) than males on a scale of 1 to 10. Some of the male respondents rate 4 for the statement and but they also mostly play with known persons. From figure 5, it clearly shows that the players playing online games of the age group above 25 years are interested in playing with the strangers when compared to the other age group players. From figure 6, it is clear that both males and females are interested more in playing role playing games. Next of that females are interested in action games more than the males. From figure 7, it results that unmarried respondents play more video games for the main reason which makes them to feel less

stressed. The second main reason is to make themselves calmer. **From figure 8**, it results that the age group of 15 – 20 years prefers more to play with friends who they met in online. **From figure 9**, it results that females prefer playing online games with family members. It also results that males totally hate playing online games with their family members. **From figure 10**, the results states that unmarried play the games more often. In all four categories they serve as the lead. There are also unmarried respondents who play over 12 hours a day and so they will be totally addicted. **From figure 11**, it results that the chi square table has P value .000 less than 0.05, so the null hypothesis is rejected. So there is a significant association between marital and choices of playing online games. **From figure 12**, it is clear that the ANOVA model has p value is 0.003 Since P value is less than 0.05, so the null hypothesis is rejected. So there is a significant difference of agreeability towards playing online games with strangers between age groups. **From figure 13**, it is clear that the ANOVA test has P value .061 which is > than 0.05 where null hypothesis is accepted. The null hypothesis states that "There is no significant difference in the time spent on a game for a day between the marital status".

DISCUSSION:

The results might be because of this the platform of competitive world we have to struggle a lot to survive for our fittest. This kind of struggle may leads to tension, depression, stress and other mentally related suffocation, while playing online game the respondents may feel free less stressed and be freed from other mental disorders or issues. **(fig.1)** These inferences might be increased due to the reason behind that both males and females are addicted to online games and it also gives relaxation from the work and might be feeling less stressed. It is also clear that they are emotionally connected with online games. **(Fig 2)** These inferences might be increased due to the reason because they love to play role playing games which makes them into virtual worlds according to the different ages.

Development of technology is also one of the reasons for choosing this one. It also shows that there are some more responses for action and shooting games. **(Fig 3)** The responses show that the female respondents are comforted to play games with their friends. This may be because female respondents play only with their friends only and they don't want to play with strangers which don't like them. Male respondents play with everyone because they want to make new friends. **(Fig 4)** The responses shows that the respondents above 25 years are most interested playing online with the strangers. This may be because they feel relieved when they play with the strangers. This might also have the intention of making new friends and so on. Other than the above 25 years age group the preference of playing with the strangers are less. the reason behind this may be they have their own friends or family mets who gives them the best company while playing online. They might be happy with having fun with their own know groups. **(Fig 5)** The responses shows that females and males are mostly interested in role playing games this might be because the current generation are much interested in filming and taking up characters. next of this females are more interested than males in action game this may be of they feels to be stronger, they are enough stronger, they may have the mindset of changing the circumstances who says males are much stronger. **(Fig 6)** Unmarried respondents uses playing video game as their stress busters this may be cause of they may have experiencing lots and lots of pressures tensions from the surroundings which distract them the most. This may help them to be free from these mental disturbances. **(Fig.7)** Age group from 15 – 20 years prefers playing with online friends this might shows that they are easily interacted with people and are more interested to gain new friends. Other age groups shows less interest playing with the online friends that may be because they are not ready to accept the online friends to b real it issues in trustworthy. **(Fig.8)** Females prefer playing online

games with the family members the reason might be the cause of safety measures. They are not ready to accept new friends whom they met in online when compared to males. Males are mostly interested playing with online friends which shows they are not interested playing online games with the family mets may be because of they feel they are pressured by the family mets and they may be the person who never get attached with the family mets and they may be more comfortable with the online friends than the family mets. **(Fig.9)** The results shows that unmarried people play the game most of the time. This may be because the responsibilities are lower when compared to married, they may be feeling so stressed of their job so for the sense of relaxation they might spend lots of time in gaming online. **(Fig.10)** The results may be the cause of the priorities changes when the marital status changes and so there may be the association between marital and choices of playing online games. **(Fig.11)** The results may be because each age group undergoes different issues and based on their interest their agreeability towards online games may differ. **(Fig.12)** The reason for the results might be because of the work and the responsibilities changes in changing the marital status and this may be the cause. **(Fig.13)**

LIMITATION:

My major limitation of the study is the sample frame. It is collected through online survey link mode within Chennai. Because of which most responses are from educated people. Not much from uneducated people. The restrictive area of sample size is also another major drawback. My study is confined to the aspect of the deforestation of an individual with specific reference to the Tamilnadu Jurisdiction.

CONCLUSION:

The present study examined youngsters' online game addiction with regard to independent variables. The independent variables were found in terms of online game addiction. The males were found to have a higher average

than females in terms of relieving the stresses, interacting and virtually meeting their distant friends and complete strangers, playing economic profits related to playing online games. The internet and electronic devices plays a major role in game addiction. The main objective of this paper was to find why they are addicted to online gaming and how it affects society. And also playing of video game duration relates with the negative game addiction. Especially the fact that the duration of daily online playing games was exactly inversely related to troubles faced by the youngsters. This result shows that the youngsters may not accept disruptions or ignore the experienced troubles. At the same time negative relations were found between online gaming with the satisfying feelings of success, achieving economic gains and online game addiction. In conclusion to change this habit it is necessary to give awareness programs to students about aspects of positive and negative of online games.

REFERENCES:

- CT Wittek Turi Reiten Finseras Stale Pallesen, Rune Aune Mentzoni, Daniel Hanss, Mark D. Griffiths, Helge Molde(2016)**, Prevalence and Predictors of video game addiction: A Study based on a Sample Representative Gamers, International Journal of Mental Health and Addiction (2016) 14:672–686 DOI 10.1007/s11469-015-9592-8. [\(Wittek et al. 2016\)](#)
- Antonius J. van Rooij, Tim M. Schoenmakers, Regina J.J.M. van den Eijnden, Ad A. Vermulst, and Dike van de Mheen(2012)**, Video Game Addiction Test: Validity And Psychometric Characteristics, Cyberpsychology, Behaviour and Social Networking, Volume 00, Number 00, 2012, DOI: 10.1089/cyber.2012.0007. [\(van Rooij et al. 2012\)](#)
- Zhengchuan Xu , Ofir Turel and Yufei Yuan(2012)**, Online game addiction among adolescents: motivation and prevention factors, 2012, European Journal of Information Systems (2012) 21, 321–340 & 2012 Operational Research

Society Ltd. All rights reserved 0960-085X/12,
DOI:10.1057/ejls.2011.56. ([Xu et al. 2012](#))

Maja Ruzic-Baf, Hrvoje Strnak, & Andrea Debeljuh(2016), International Journal of Research in Education and Science, 2(1), 94-103, Volume 2, Issue 1, Winter 2016, ISSN: 2148-9955. ([Ružic-Baf et al. 2016](#)).

Andreassen, C. S., Griffiths, M. D., Gjertsen, S. R., Krossbakken, E., Kvam, S., & Pallesen, S. (2013), The relationships between behavioral addictions and the five-factor model of personality. Journal of Behavioral Addictions, 2(2), 90-99. doi:10.1556/JBA.2.2013.003. ([Ng and Wiemer-Hastings 2005; Andreassen et al. 2013](#))

Brian D. NG, Peter WH.(2005), Addiction to the internet and online gaming. Cyber Psychology & behavior. Volume 8, Number 2 ; 8(2): 110-113. ([Ng and Wiemer-Hastings 2005](#))

KATERINA SKARUPOVA and LUKAS BLINKA(2015), Interpersonal dependency and online gaming addiction. Journal of Behavioral Addictions –December 2015, DOI: 10.1556/2006.5.2016.002. ([Škarupová and Blinka 2016](#))

Semra Karaca, Ayse Karakoc, Ozlem Can Gurkan, Nevin Onan, Gul Unsal Barlas(2018), Investigation of the Online Game Addiction Level, Sociodemographic Characteristics and Social Anxiety as Risk Factors for Online Game. Community Mental Health Journal –January2020 DOI: 10.1007/s10597-019-00544-z. Addiction in Middle School Students. ([Karaca et al. 2020](#))

Simran Kaur (2020), Effects of online games on the personality of adolescents. International Journal of Indian Psychology, 8(1), 771-776. DIP:18.01.095/20200801, DOI:10.25215/0801.095.

Emre Muezzin(2015), The Comparison Of Online Game Addiction In High School Students With Habitual Computer Use And Online Gaming. The Turkish Online Journal of Educational Technology- July 2015, Special Issue for INTE 2015.

Michael Decker, Martin Fischer , Ingrid Ott(2017) Service Robotics and Human Labor: A first technology assessment of substitution and cooperation, Institute for Technology Assessment and Systems Analysis (ITAS), Germany, <http://dx.doi.org/10.1016/j.robot.2016.09.017> ([Decker et al. 2017](#))

Nikolaos Mavridis(2015) examined about A review of verbal and non-verbal human-robot interactive communication, <http://dx.doi.org/10.1016/j.robot.2014.09.031>, / Robotics and Autonomous Systems 63 (2015) 22-35 ([Mavridis 2015](#))

Changsheng Li, Published 07 Dec 2021, Use of the Human Walking Gait Cycle for Assistive Torque Generation for the Hip Joint Exoskeleton. Journal of robotics, Volume 2021 | Article ID 5561600 | <https://doi.org/10.1155/2021/5561600>

Shahram Payandeh Published, 02 Dec 2021, Parking Space Detection and Path Planning Based on VIDAR, Volume 2021 | Article ID 4943316 | <https://doi.org/10.1155/2021/4943316>

Shan Zhong, 2021, Design and Performance Simulation of Computer Control System for Automatic Monitoring of Upper Computer Communication Operation State, Volume 2021 | Article ID 6551159 | <https://doi.org/10.1155/2021/6551159>

Serife Inci Salvarli, Mark D. Griffiths(2019), Internet Gaming Disorder and Its Associated Personality Traits: A Systematic Review Using PRISMA Guidelines. International Journal of Mental Health and Addiction. doi.org/10.1007/s11469-019-00081-6. ([Salvarli and Griffiths 2019](#))

N Safarina and L Halimah(2019), Self-control and online game addiction in early adult gamers. Journal of Physics: Conference Series. doi:10.1088/1742-6596/1375/1/012094. ([Safarina and Halimah 2019](#))

Mesut Yavuz, Selda Kır, Esra Ozen, Merve Gunduz, Burak Akdeniz, Muhammed Tayyib Kadak(2019), Examination of the Associations between Digital Game Addiction, Abilities of

Reading Mind in the Eyes and Alexithymia: An Adolescent Sample from Ordu Province, DOI: 10.5455/NYS.20190208061604. ([Yavuz et al. 2019](#))

Chih-Hung Ko, Ju-Yu Yen, Cheng-Chung Chen, Sue-Huei Chen, Cheng-Fang Yen(2005), Gender Differences and Related Factors Affecting Online Gaming Addiction Among Taiwanese Adolescents. The Journal of Nervous and Mental Disease. ISSN: 0022-3018/05/19304-0273, DOI: 10.1097/01.nmd.0000158373.85150.57. ([Ko et al. 2005](#))

Pradeep Yarasanil, Roshakhi Sultana Shaik, Achyuth Rama Raju Myla(2018), Prevalence of addiction to online video games: gaming disorder among medical students. International Journal of Community Medicine and Public Health. pISSN 2394-6032 eISSN 2394-6040. DOI: 10.18203/2394-6040.ijcmph20183830. ([Yarasanil et al. 2018](#))

