

# Chapter 24

## Digital Game Addiction and Children

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### **ABSTRACT**

*Nowadays the usage of digital games has increased a lot. Console games, PC games, and online games are all examples of digital games. Aside from these, it has been observed that digital games are also played with portable technologies such as mobile phones and tablets. Children's play equipment, play habits, and play perceptions have all changed as a result of these changes. As a result, digital games have a significant influence on children. This chapter focuses on the effects of digital games on children and how children became addicted to digital games. It also discusses how to avoid overusing digital games. It also explains the meaning of digital games and discusses their history and future.*

### **INTRODUCTION**

Technology is an essential part of everyone's life, and it has changed everyone's perspective on many issues. As technology advanced, it paved the way for many other technological aspects, such as YouTube, digital or online games, and so on. In this chapter, we will discuss digital game addiction and children. There are numerous resources available on the Internet. We can get as much information as we want with just one click. The Internet has created a new playground where anyone, regardless of where they are, can meet at any time. It has paved the way for online games, to which we are addicted, particularly children. There is a question here. Are children truly addicted to digital games? If so, what are the reasons?

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## **Digital Game Addiction and Children**

Before we get to that, let's define digital games. A digital game is played using digital technology. It is a form of electronic stimulation that can be both educational and entertaining. Any type of electronic game is considered a digital game. A game is a type of entertainment that includes competitive or role-playing elements. It allows humans and technology to interact. We now understand what digital games are. The following section discusses the distinction between physical and online games. If we're talking about differences, there are many to discuss. In physical games, we must be physically present on the field or in the stadium where we compete, whereas in online games, participants can be anywhere and compete with each other. Which is the best practice? In my opinion. Physical games are always preferable because they promote more interaction between people. But, as we all know, humans go around doing simple things. So, half of the population is addicted to digital games, which are easily accessible if we have a smartphone or a laptop. According to various studies, digital games play an important role in the lives of everyone, particularly children.

## **HISTORY OF DIGITAL GAMES**

Gaming has grown from a technological oddity at a science fair in the 1950s to one of the world's most profitable entertainment industries. Dr. Edward Uhler Condon unveiled the first known example of a game machine at the New York World's Fair in 1940. The game, based on the ancient mathematical game of Nim, was played by approximately 50,000 people during its six-month run, with the computer reportedly winning more than 90% of the games (Chikhani, 2015).

The practice of playing games online is not new. It has been around since the earliest indoor sports, only taking different forms. Digital gaming has developed over time into a stand-alone sector with tremendous creative and employment potential. In terms of their historical development (1940–1960), video games have their roots in attempts to create artificial intelligence. Video games have advanced alongside hardware and software developments from the earliest ENIAC computer to the potent micro-processors of today. It is challenging to identify the first video game ever made because of this. Any number of long-forgotten puzzles, arcade and card games, and/or military sims could be competitors for the title of first video game. However, the first widely played commercial video game was Nimrod, which appeared in 1951. At the same time, William Higinbotham's pioneering "Tennis for Two" (1958) and IBM's well-known "Checkers game programme" (the 1950s) became well-known. (*A Brief History of Digital Gaming*, 2014).

Next is the Nascent stage (1960 - 1990), Steve Russell, an MIT employee, created 'Spacewar,' the game that is widely regarded as the first widely available and influential computer game, in 1960. In 1972, Nolan Bushnell founded Atari, Inc. and took the first steps towards commercializing the digital gaming industry. Soon after, Atari released the widely popular 'Pong' game. In 1983, the video game market crashed, bankrupting several companies in the United States that produced home computers and video game consoles. Between 1978 and 1990, the arcade industry was at its peak. Taito's 'Space Invaders' was such a success that it inspired a slew of video game companies to enter the market. During this formative period, evergreen computer and arcade games such as 'Pac-Man' and 'Donkey Kong' were introduced (*A Brief History of Digital Gaming*, 2014).

At last, the recovery of the video game market during The Golden Years (1990–2010) led to the emergence of new players in the sector. The "Super NES," Nintendo's next-generation platform, was released in 1990. Sega responded with its own 'Sonic the Hedgehog' using similar 16-bit technology.

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