A Comparative Analysis of a Game Browsing Website using IGDB Database

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Abstract:*Video gamers are an oversized and growing a part of our culture for a protracted time. whether or not you're thirstily awaiting successive decision of Duty unleash or attempting to beat successive level of Candy Crush on your lunch break, you're a part of the play world. Over the years this world has had to alter loads of stereotypes and false claims. one among the foremost damaging of those claims is that the media blaming violence and different crimes on the influence of games. a company, called Qutee, is seeking to try and do away with a number of these stereotypes by giving a voice to a bunch people that are principally silent through the years. Qutee may be a data-led discussion platform that's giving the gamers a voice and asking them for his or her opinions on the influence that games have had on their lives and therefore the answers can presumably surprise you. Around common fraction of gamers claim that they need met up to 5 friends whereas enjoying games and another thirty seventh say they need created even additional. As a 38-year-old gamer, I actually have created over a number of friendships through play. enjoying a game provides an honest icebreaker, basis, and the simplest way to pay time along. It's solely natural that it'd result in sturdy friendships. The voice of gamers goes to play a giant role within the future as play culture continues to develop and grow. It's time we tend to be started taking note of the those who truly play these games instead of those who simply wish somebody in charge for the violence they see on the news. play isn't an ideal world. There square measure flaws like play addiction that require to be self-addressed. except for the foremost half, it looks that play contains a positive impact and will be treated in and of itself.*

Keywords: Games, Gamers,Positive Impact, Stereotype, etc.

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