

The Study on Impact of Online Games on Children Reference with Case Laws

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Abstract: Online gaming has become a popular form of entertainment for children around the world, including in India. While some studies have suggested that gaming can have positive effects on children's cognitive development and socialisation, there are also concerns about the potential negative impact of excessive gaming on children's health and wellbeing. Additionally, there have been some recent developments related to online gaming and case laws in India that highlight the need for greater awareness and regulation of this growing industry. This study aims to explore the impact of online games on children in India, and to examine the relevant case laws and regulations that govern this industry in the country. To create awareness about the influence of online games on children's life. To prevent the addiction of children in online games. To understand the problem of addiction to online games for children. To analyse the influence of online games on children's life. To know about the case laws related to online games on children. For the purpose of this research, an empirical method was followed and the data was collected through online survey analysis. The SPSS software by IBM was used to calculate the empirical statistics. The sample size was 200. Dependent variables are online games affect mental health of children, online games addiction to happening murder, children are addicted for online games, online games can cause health issues to children, online games affect children's life, effect of playing computer games of children, computer games good for children. Independent variables are Age, Gender. Various tools like Bar graph were used.

Keywords: Online games, addiction, India, murder, suicide, health disease, laws, regulation, effect, industry, influence, children's life, problem, understand, online, ADHD

I. INTRODUCTION

The World Health Organization remembers it as "Gaming Disorder" in their International Classification of Diseases (ICD-11) as "an example of tenacious or repetitive gaming conduct, which might be on the web or disconnected, appeared by impeded command over gaming, expanding need given to gaming to the degree that gaming outweighs other life interests and day to day exercises and continuation or heightening of gaming in spite of the event of unfortunate results." In spite of the fact that billions of individuals play computer games, most of them don't have a dependence on gaming, and the World Health Organization gauges the quantity of individuals with a compulsion is 3-4%. The contrast between a sound tomfoolery gaming side interest and a compulsion is the adverse consequence the movement is having in your life. Murder Once more the well known game has turned into the justification behind a vicious wrongdoing, this time in Uttar Pradesh where a young man has killed his mom since she chided him from playing the web based game. The occurrence happened in Lucknow when a 16-year-old kid took his dad's gun and lethally fired at his mom who had attempted to prevent him from playing PUBG, media reports said. The kid then hid the body in his home for two days and attempted to cover the smell with a room cleanser. As indicated by reports, he even compromised his nine-year-old sister to not uncover the wrong doing. Andhra Boy Dies After Playing PUBG Non-stop In August 2020, a 16-year-old kid from Andhra Pradesh died of exhaustion after purportedly playing PUBG constant for quite a long time without eating or drinking water. As indicated by reports, the kid who had been skipping feasts for a few days, became sick with serious lack of hydration and was raced to the medical clinic. Anyway in spite

of treatment and medical procedure, the kid couldn't make it. PUBG Suicides In August 2020, two young fellows supposedly committed suicide by consuming toxic substance while playing PUBG constant for quite a long time in Haridwar, Uttarakhand. While the reason for the self destruction stayed muddled without a trace of self destruction notes, police thought a self destruction settlement to be the reason. In February 2019, a 18-year-old kid named Nadeem Sheik from Mumbai committed suicide after his folks denied getting him a costly telephone to play PUBG. In a comparable occurrence, a 17-year-old kid from Jind, Haryana, committed suicide after his mom removed his telephone to keep him from playing PUBG. Adverse consequence 1. Health Issues Investing a ton of energy playing computer games as opposed to enjoying proactive tasks can be negative to a youngster's wellbeing in more than one way. A kid's mental improvement might get impacted on the off chance that he doesn't get out and associate in reality. Continually sitting in one spot and playing computer games finally can build the possibilities of heftiness, debilitate the muscles and joints, make hands and fingers numb because of over-effort, and various examinations propose that it could debilitate the vision. 2. Scholastic Issues The computer games give an unmistakable difference to a commonplace day in school. This can make kids favor computer games over anything more, along these lines pushing them to not focus on school work. Indeed, even external school, they might skip schoolwork or reading up for tests and pick computer games all things being equal. This can bring about terrible showing and influence their capacity to appreciate individuals on a deeper level. 3. Openness to Wrong Values Numerous computer games in the market contain unnecessary savagery, beyond preposterous sexuality, foulness, bigotry, and numerous different things that can't be seen by kids in the correct way. They might neglect to take these portrayals with a spot of salt and may wind up attempting to copy similar way of behaving as depicted in the games. Their mind engineering is as yet creating and they will not have the option to separate right from wrong, until being uncovered in reality. 4. Aggressive Behavior The savage substance in computer games and the moment satisfaction that they give can make the children be eager and forceful in their way of behaving. At the point when things neglect to go as expected or any limitations are laid on them, they might become suddenly angry or begin holding onto forceful considerations that can appear in problematic way of behaving. Forestalling a Gaming Problem: To keep how much time spent gaming taken care of, attempt these tips for grown-ups and kids the same: 1. Set time limits for play and stick to them. 2. Keep telephones and different devices out of the room so you won't play into the evening. 3. Do different exercises consistently, including exercise. This will bring down the well-being of dangers of sitting and playing for a significant length of time.

OBJECTIVES

- To create awareness about the influence of online games on children's life.
- To prevent the addiction of children in online games.
- To understand the problem of addiction to online games for children.
- To analyse the influence of online games on children's life.
- To know about the case laws related to online games on children.

II. REVIEW OF LITERATURE

Research on exposure to television and movie violence suggests that playing violent video games will increase aggressive behaviour. A meta-analytic review of the video-game research literature reveals that violent video games increase aggressive behaviour in children and young adults. Experimental and nonexperimental studies with males and females in laboratory and field settings support this conclusion. Analyses also reveal that exposure to violent video games increases physiological arousal and aggression-related thoughts and feelings. Playing violent video games also decreases prosocial behaviour. (Alon, D., Sousa, C. V. and Lu, A. S. (2021). The research explains the increasing amount of time children are spending on computers at home and school has raised questions about how the use of computer technology may make a difference in their lives--from helping with homework to causing depression to encouraging violent behavior. This article provides an overview of the limited research on the effects of home computer use on children's physical, cognitive, and social development. (Black, A. A. et al. (2021) This research analysis the three experiments examined the effects of rewarding and punishing violent actions in video games on later aggression-related variables. Participants played one of three versions of the same race-car video game: (a) a version in which all violence was rewarded, (b) a version in which all violence was punished, and (c) a nonviolent version. Participants

were then measured for aggressive affect (Experiment 1), aggressive cognition (Experiment 2), and aggressive behaviour (Experiment 3). **(Dickinson and Place 2016)**. This experimental study investigated whether computer-based video games facilitate children's cognitive learning. In comparison to traditional computer-assisted instruction (CAI), this study explored the impact of the varied types of instructional delivery strategies on children's learning achievement. **(Gunter, B. (1998)**. This study develops an educational computer game, FORMosaHope (FH), to explore the influences that an educational computer game might have on children's cultural identities. FH is a role-playing game, in which children can actively explore a mini-world to learn about science, technology, and society. One hundred and thirty sixth-graders, about 11-12 years old, from four classes in a middle-sized elementary school in Taiwan, participated in the study. **(Kevitiyagala, D., Finlay, F. and Baverstock, A. (2011)**. This study was conducted to investigate the perceptions and future plans of a group of prospective computer teachers in Turkey. One-hundred sixteen students, from four different universities' Computer Education and Instructional Technology (CEIT) departments, participated in this study. The results of the study reveal that the prospective computer teachers who participated have positive perceptions regarding the use of computer games with educational features in education. **(Limone, P. and Toto, G. A. (2021)**. This research studies computer games that children have created to teach younger children can inform educators concerning children's perspectives on how they learn. Teachers who encourage student creation of computer educational games can tap into student interests and encourage students to learn by teaching others with their games. **(Mahazir (2019)**. This research describes that Psychological scientists have long sought to determine the relative impact of environmental influences over development and behaviour in comparison with the impact of personal, dispositional, or genetic influences. This has included significant interest in the role played by media in children's development with a good deal of emphasis on how violent media spark and shape aggressive behaviour in children and adolescents. **(Malik, K. (1982)**. This survey results suggest the appeal of the Explorative mode of play for all children, especially girls. Gender differences in children's preferences and attitudes for Active, Strategic, and Creative play modes were also found. We close with recommendations for game design to appeal to both boys and girls, as well as for boys and girls individually, to build engagement and hopefully lead to learning. **(Masi, L. et al. (2021)**. This study revisited the Computer Game Attitude Scale developed by Chappell and Taylor in 1997, reworking the overall structure of the instrument, and increasing the number of items to 22. The revised scale covers five factors: learning, confidence, liking, participation, and leisure, grouped into three subscales of cognition, affection and behavior. **(Raju, S. M. and Islam, S. (2017)**. This study aimed to conduct a systematic literature review on empirical studies of how technologies influence young children's learning. Eighty-seven articles published between 2003 and 2013 were identified through the Web of Science database. We employed content analysis to identify the research trends of this topic. "Technology evaluation," "adults' roles," and "teaching approaches" are three emerging research themes during 2008-2013. **(Rehman, S. (2013)**. This research paper explains the theoretical techno-subsystem requires empirical validation. Parents of 128 children in first through sixth grade consented to cognitive developmental assessment of their children and completed questionnaires on children's use of the Internet at home and family socioeconomic characteristics. In general, indices of home Internet use accounted for more of the variance in children's cognitive development than did indices of socioeconomic status. **(Sanger, J. et al. (2019)** This article is a guide for researchers interested in assessing the effectiveness of serious computer-based games (or video games, digital games, or electronic games) intended to improve health and health care. It presents a definition of health games, a rationale for their use, an overview of the current state of research, and recommendations for conducting studies with health games. It presents three approaches to conducting controlled studies of health games, including learning and behavioral outcomes research, value added research, and media comparison research. **(Shaffer, D. W. (2006)**. This article analyses that the home computer use of 33 children aged between 7 and 11 years is described. These children and their parents were interviewed on four occasions. In addition, domestic computer use was monitored for 30 days in respect of the identity of user(s) and the nature and duration of their software use. Although parents had strong aspirations that household computers should support their child's learning and although parents' main software purchases were educationally oriented, children spent most of their time on games of a sort not typically found in their classrooms. **(Shrivani, K. (2012)** This research describes that using time-diary data from a national sample of young school-age children, we examine the correlates of time spent at home on computing for cognitive and other measures of well-being. We observe modest benefits associated with home computing on three tests of cognitive skill, and on a measure of self-esteem. **Ambika bhat .K**

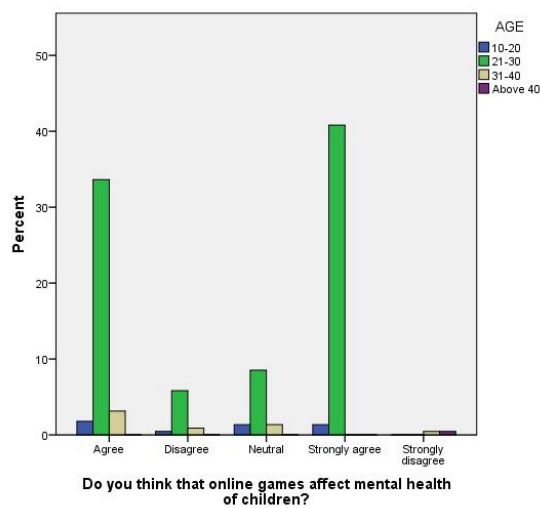
(2015). This research paper explains that the social and emotional experiences of American children today often heavily involve electronic media, Barbara Wilson takes a close look at how exposure to screen media affects children's well-being and development. She concludes that media influence on children depends more on the type of content that children find attractive than on the sheer amount of time they spend in front of the screen. (Smirni, D. et al. (2021) This research paper is about Games, play, and learning have a long and embedded history that outdated digital games by many years. However, video games, computing, and technology have significant and historically documented diversity issues, which privilege whites and males as content producers, computing and gaming experts, and STEM learners and employees. (Chitra M (2017). This research paper analyses that Video games are played by a majority of adolescents, yet little is known about whether and how video games are associated with smoking behaviour and attitudes. This systematic review examines research on the relationship between video games and smoking. Methods: We searched MEDLINE, psycINFO, and Web of Science through August 20, 2014. (Deshbandhu 2020) The current study assessed how playing video games can influence conflict and aggression in relationships. A sample of 1,333 heterosexual couples reported their video game playing habits, conflict regarding the media, and physical and relational aggression (both self and partner directed). Results showed that for men (but not women), time spent playing video games was associated with increased conflict over the amount of time spent using media, as well as the content of those media. (Yueh, H.-P., Wu, Y. J. and Chen, W.-F. (2020). This research paper describes that educational games have become quite popular in recent research, only a limited number of studies have focused on the effectiveness of these games. While numerous claims have been made about the effectiveness of games, the studies that examine educational effectiveness often contain flaws resulting in unclear conclusions. (Elakkiya (2021)

III. RESEARCH METHODOLOGY

For the purpose of this research, an empirical method was followed and the data was collected through online survey analysis. The SPSS software by IBM was used to calculate the empirical statistics. **The sample size was 200.** Dependent variables are online games affect mental health of children, online games addiction to happening murder, children are addicted for online games, online games can cause health issues to children, online games affect children's life, effect of playing computer games of children, computer games good for children. Independent variables are Age, Gender, Annual income. Various tools like Bar graph were used.

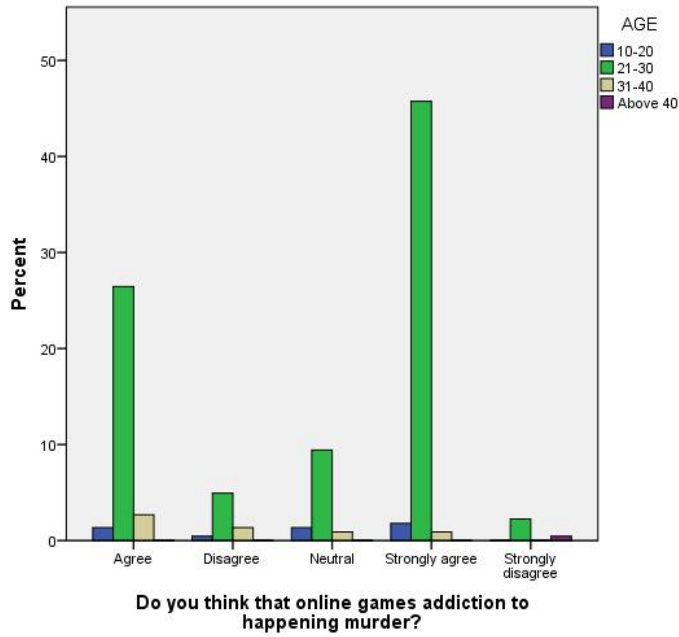
IV. ANALYSIS PART

FIGURE 1



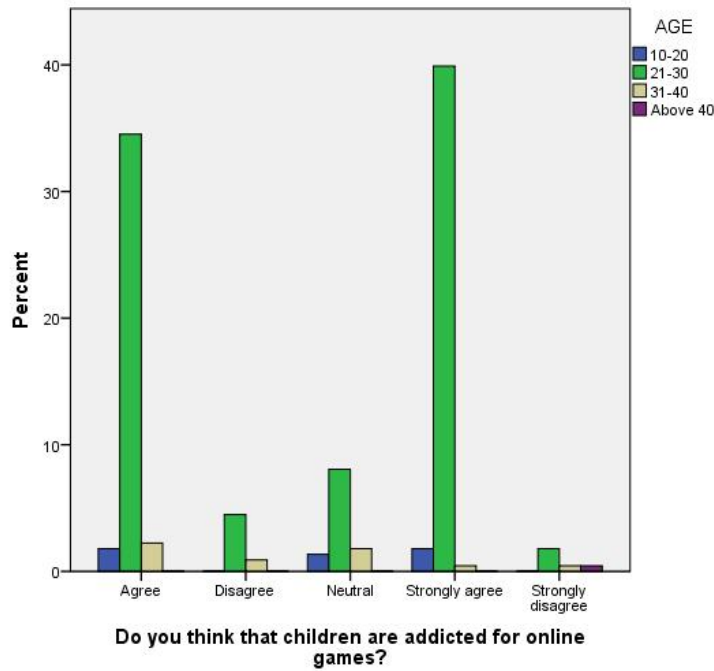
LEGEND: This figure shows that online games affect mental health of children compared with Age.

FIGURE 2



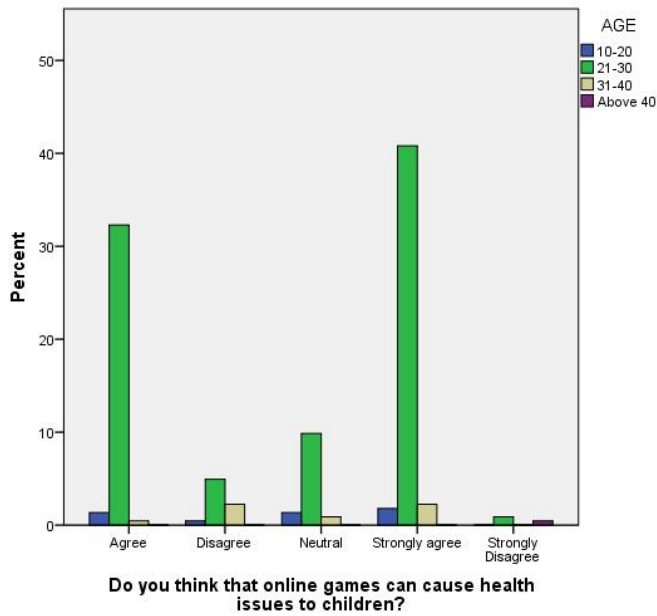
LEGEND: This figure shows that online games addiction to happening murder is compared with Age

FIGURE 3



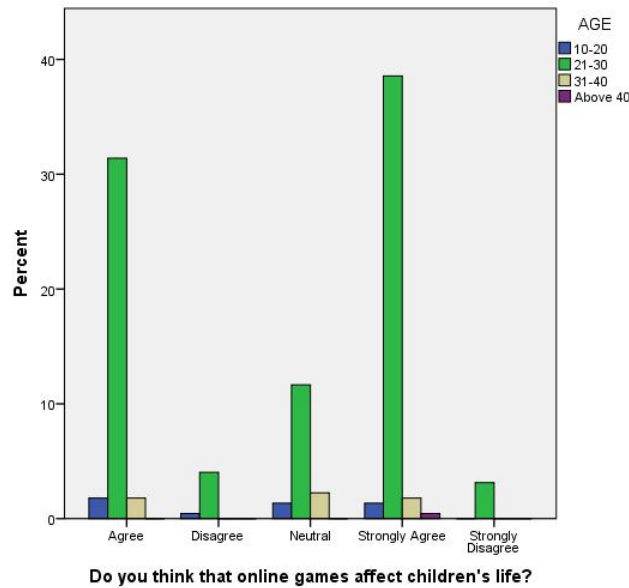
LEGEND: This figure shows that children are addicted for online games is compared with Age

FIGURE 4



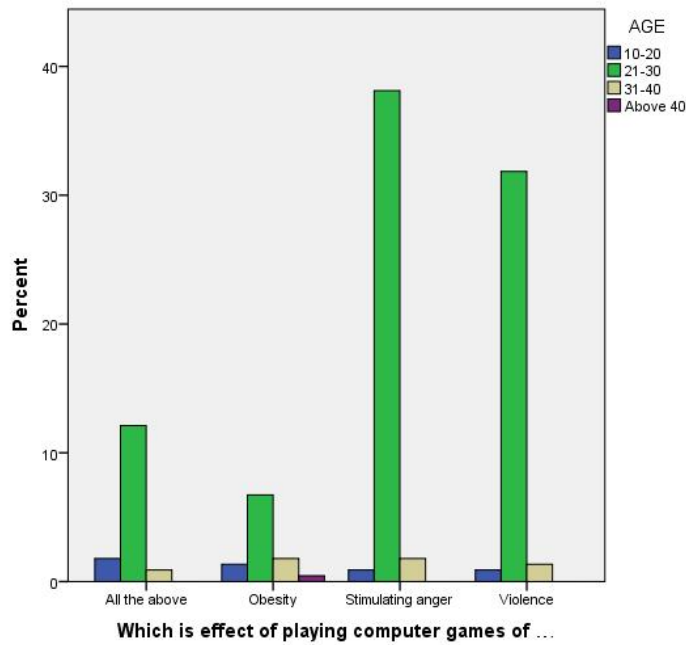
LEGEND: This figure shows that online games can cause health issues to children is compared with Age

FIGURE 5



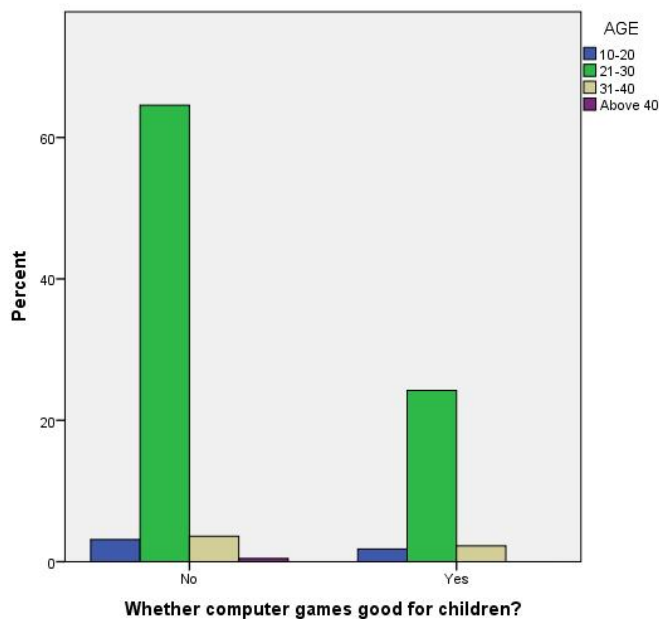
LEGEND: This figure shows that online games affect children's life is compared with Age

FIGURE 6



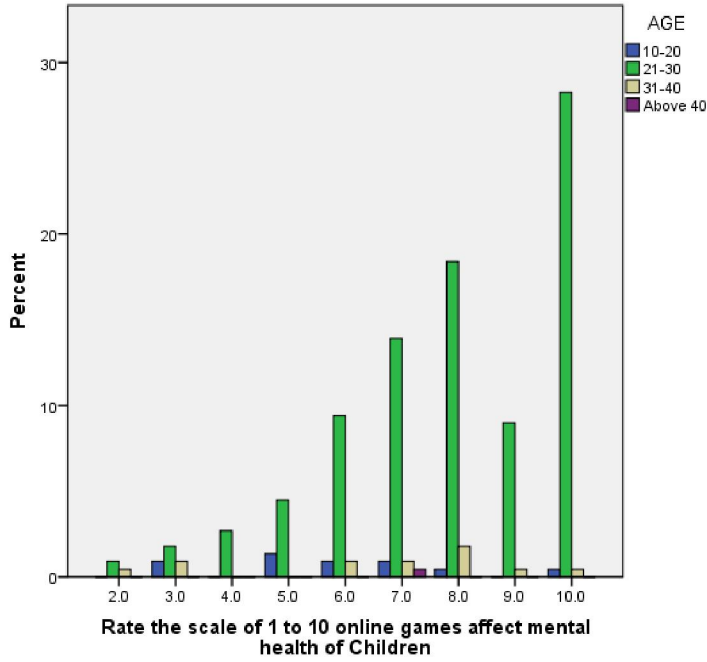
LEGEND: This figure shows that effect of playing computer games of children is compared with Age.

FIGURE 7



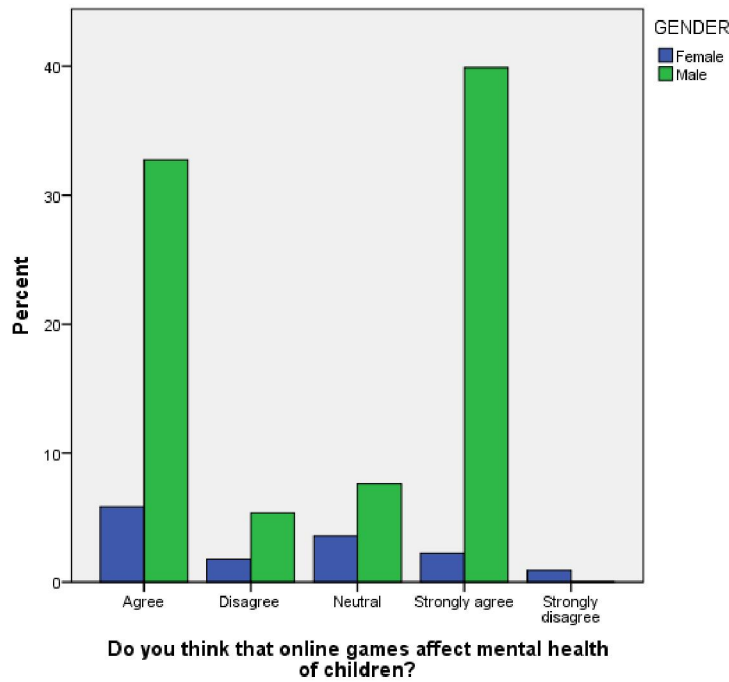
LEGEND: This figure shows that computer games good for children is compared with Age

FIGURE 8



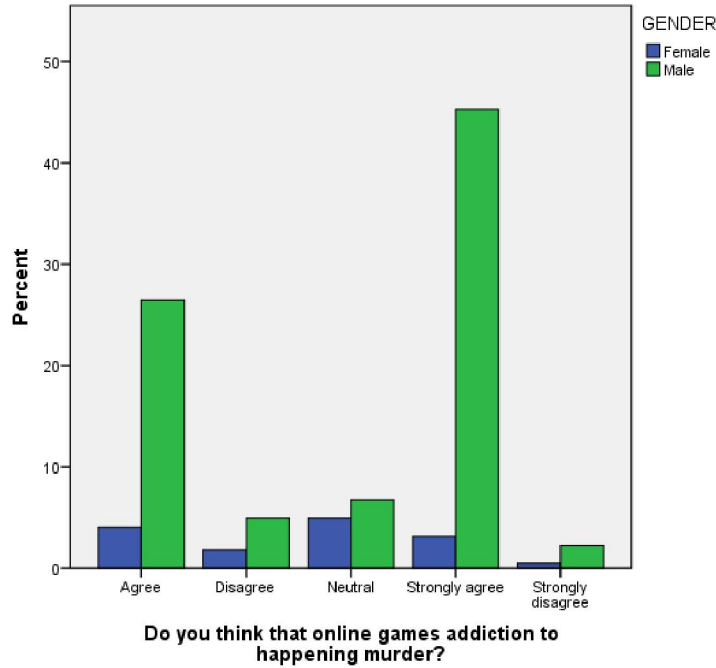
LEGEND: This figure shows that online games affect mental health of children is compared with Age

FIGURE 9



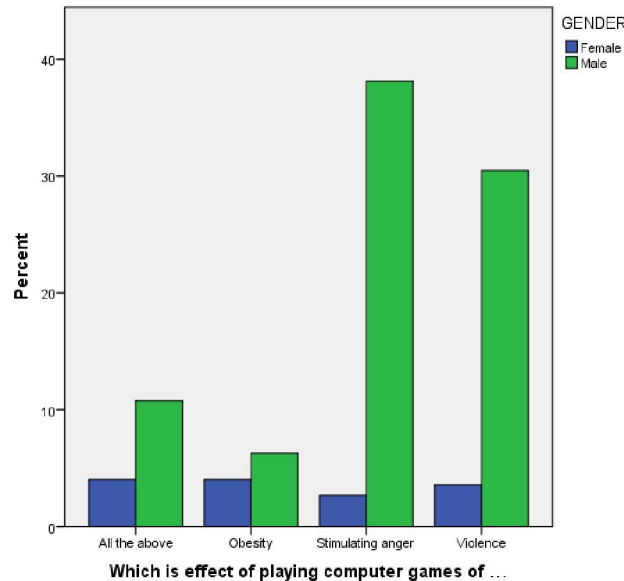
LEGEND: This figure shows that online games affect mental health of children is compared with Gender.

FIGURE 10



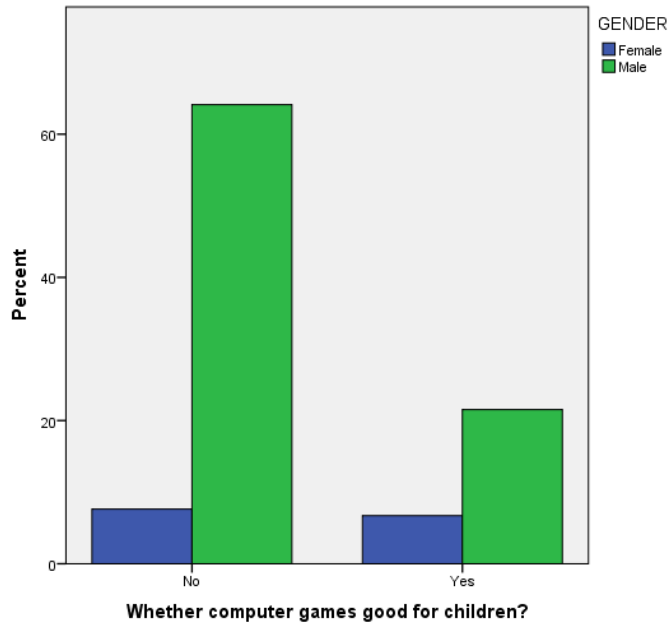
LEGEND: This figure shows that online games addiction to happening murder is compared with Gender.

FIGURE 11



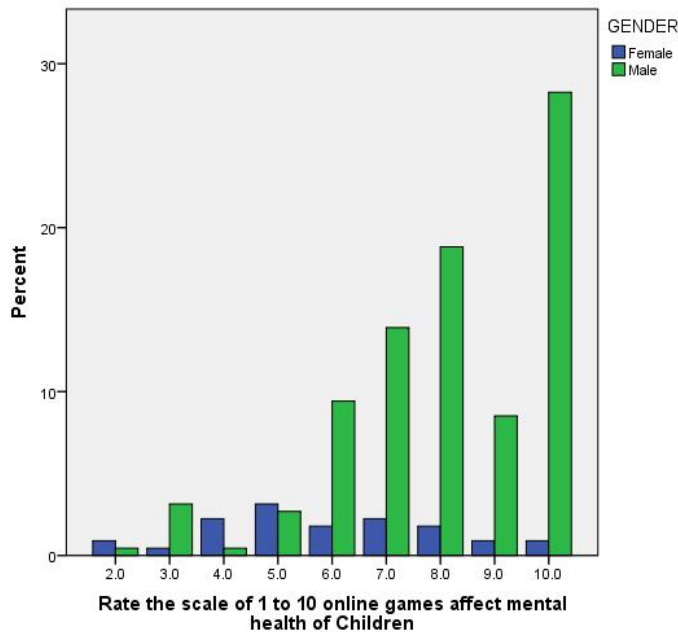
LEGEND: This figure shows that effect of playing computer games of children is compared with Gender.

FIGURE 12



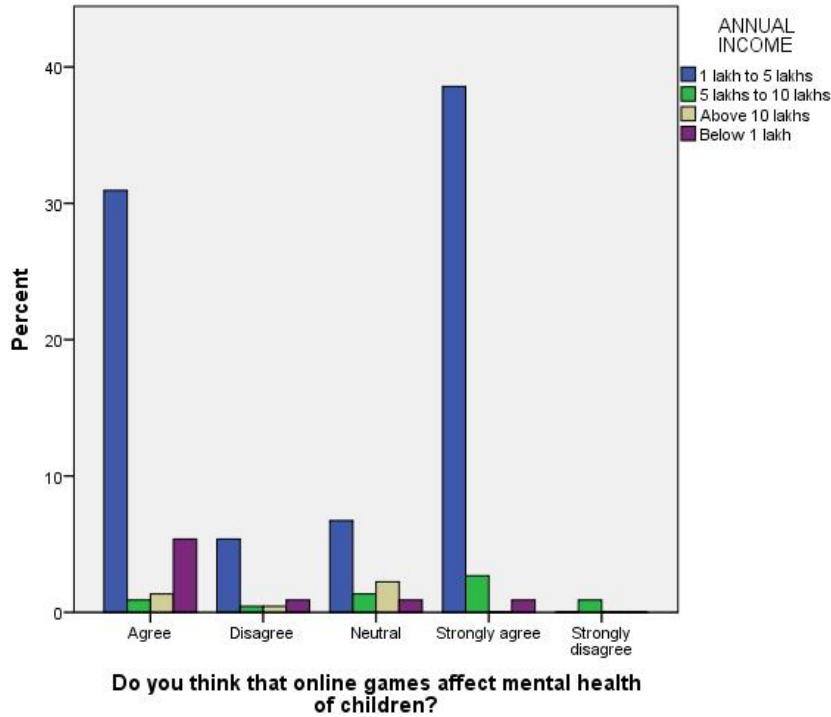
LEGEND: This figure shows that effect of playing computer games of children is compared with Gender.

FIGURE 13



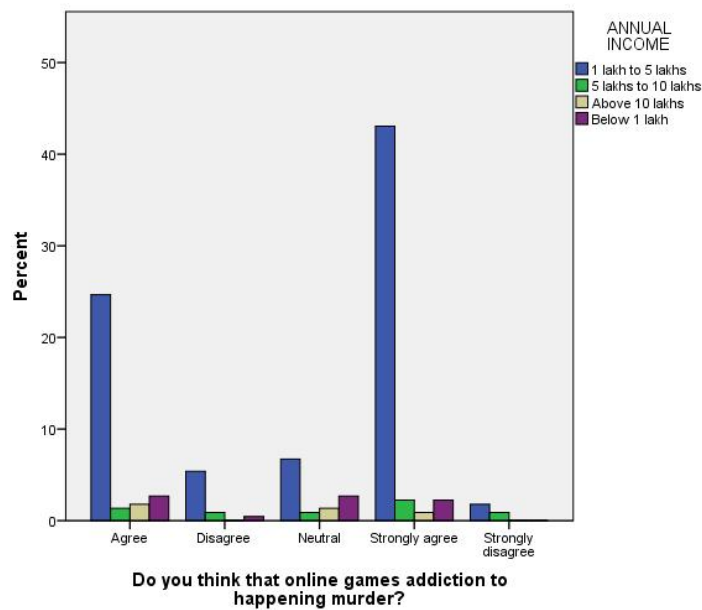
LEGEND: This figure shows that effect of playing computer games of children is compared with Gender.

FIGURE 14



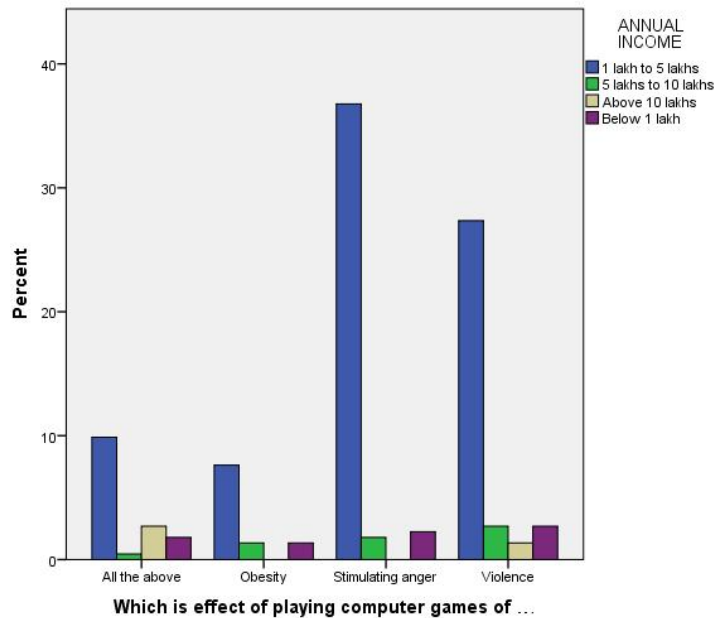
LEGEND: This figure shows that online games affect mental health of children is compared with Annual Income.

FIGURE 15



LEGEND: This figure shows that online games addiction to happening murder is compared with Annual Income.

FIGURE 16



LEGEND: This figure shows that effect of playing computer games of children is compared with Annual Income.

V. RESULT

FIGURE 1 shows that age group of 10-20 says agree 4% age group of 21-30 says strongly agree for 40% age group of 31-40 says agree for 6% and above 40 aged respondents says strongly disagree for 2% here most no of respondents says strongly agree online games affect mental health of children. **FIGURE 2** shows that age group of 10-20 says strongly agree 4% age group of 21-30 says strongly agree for 46% age group of 31-40 says agree for 7% and above 40 aged respondents says strongly disagree for 2% here most no of respondents says strongly agree that online games addiction to happening murder. **FIGURE 3** shows that age group of 10-20 says strongly agree 5% age group of 21-30 says strongly agree for 39% age group of 31-40 says agree for 4% and above 40 aged respondents says strongly disagree for 1% here most no of respondents says strongly agree that that children are addicted for online games. **FIGURE 4** shows that age group of 10-20 says strongly agree 5% age group of 21-30 says strongly agree for 42% age group of 31-40 says strongly agree for 4% and above 40 aged respondents says strongly disagree for 1% here most no of respondents says strongly agree that online games can cause health issues to children. **FIGURE 5** shows that age group of 10-20 says strongly agree 4% age group of 21-30 says strongly agree for 38% age group of 31-40 says Neutral for 5% and above 40 aged respondents says strongly agree for 1% here most no of respondents says strongly agree that online games affect children's life. **FIGURE 6** shows that age group of 10-20 says all the above 4% age group of 21-30 says stimulating anger for 38% age group of 31-40 says stimulating anger for 5% and above 40 aged respondents says obesity for 1% here most no of respondents says stimulating anger that effect of playing computer games of children. **FIGURE 7** shows that the age group of 10-20 says No 6%, the age group of 21-30 says No for 63% age group of 31-40 says No for 5% and the above 40 aged respondents says No for 1% here most no of respondents says No that computer games not good for children. **FIGURE 8** shows that the age group of 10-20 rated 5 for 4%, the age group of 21-30 rated 10 for 28% age group of 31-40 rated 8 for 5% and the above 40 aged respondents rated 7 for 2% here most no of respondents rated 10 that online games affect mental health of children. **FIGURE 9** shows that male respondents 39% says strongly agree and gender group of female 7% says agree that online games affect mental health of children. **FIGURE 10** shows that male respondents 45% says strongly agree and gender group of female 6% says Neutral that online games addiction to happening murder. **FIGURE 11** shows that male respondents 38% says stimulating anger and gender group of female 6% says obesity that effect of playing computer games on children. **FIGURE 12** shows that

male respondents 63% says No and gender group of female 8% says No that computer games not good for children. **FIGURE 13** shows that male respondents 28% rated 10 and gender group of female 6% rated 5 that effect of playing computer games of children. **FIGURE 14** shows that annual income 1 lakh to 5 lakhs respondents 28% says strongly agree 5 lakhs to 10 lakhs respondents says 4% says strongly agree annual income above 10 lakhs 4% says Neutral and annual income Below 1 lakh 6% says agree that online games affect mental health of children. **FIGURE 15** shows that annual income 1 lakh to 5 lakhs respondents 43% says strongly agree 5 lakhs to 10 lakhs respondents says 3% says strongly agree and annual income above 10 lakhs 2% says agree and annual income Below 1 lakh 5% says agree that online games addiction to happening murder. **FIGURE 16** shows that annual income 1 lakh to 5 lakhs respondents 38% says stimulating anger 5 lakhs to 10 lakhs respondents says 3% says violence and annual income above 10 lakhs 4% says all the above and annual income Below 1 lakh 3% violence says agree that effect of playing computer games of children.

VI. DISCUSSION

FIGURE 1 shows that most no of respondents from the age group of 21-30 says strongly agree 40% and least no of respondents from the age group of above 40 aged respondents says strongly disagree here most no of respondents says strongly agree online games affect mental health of children. **FIGURE 2** shows that most no of respondents from the age group of 21-30 says strongly agree 40% and least no of respondents from the age group of above 40 aged respondents 2% says strongly disagree here most no of respondents says strongly agree that online games addiction to happening murder. **FIGURE 3** shows that most no of respondents from the age group of 21-30 says strongly agree 39% and least no of respondents from the age group of above 40 aged respondents 1% says strongly disagree here most no of respondents says strongly agree that children are addicted for online games. **FIGURE 4** shows that most no of respondents from the age group of 21-30 says strongly agree 39% and least no of respondents from the age group of above 40 aged respondents 1% says strongly disagree here most no of respondents says strongly agree that children are addicted for online games. **FIGURE 5** shows that most no of respondents from the age group of 21-30 says strongly agree 38% and least no of respondents from the age group of above 40 aged respondents 1% says strongly agree here most no of respondents says strongly agree that online games affect children's life. **FIGURE 6** shows that most no of respondents from the age group of 21-30 says stimulating anger for 38% and least no of respondents from the age group of above 40 aged respondents 1% says stimulating anger here most no of respondents says stimulating anger that effect of playing computer games of children. **FIGURE 7** shows that most no of respondents from the age group of 21-30 says No for 63% and least no of respondents from the age group of above 40 aged respondents 1% says No here most no of respondents says No that computer games are not good for children. **FIGURE 8** shows that most no of respondents from the age group of 21-30 rated 10 for 28% and least no of respondents from the age group of above 40 aged respondents 2% rated 7 for 2% here most no of respondents rated 10 that online games affect mental health of children. **FIGURE 9** shows that most number of respondents from that gender group of male respondents 39% says strongly agree and gender group of female 7% says agree that online games affect mental health of children. **FIGURE 10** shows that most number of respondents from that gender group of male respondents 45% says strongly agree and gender group of female 6% says agree that online games addiction to happening murder. **FIGURE 11** shows that most number of respondents from that gender group of male respondents 38% says stimulating anger and gender group of female 6% says obesity that effect of playing computer games on children. **FIGURE 12** shows that most number of respondents from that gender group of male respondents 63% says No and gender group of female 8% says No that computer games not good for children. **FIGURE 13** shows that most number of respondents from that gender group of male respondents 28% rated 10 and gender group of female 6% rated 5 that effect of playing computer games of children. **FIGURE 14** shows that most number of respondents from that annual income 1 lakh to 5 lakhs respondents 28% says strongly agree and least number of respondents from the above 10 lakh 4% says Neutral that online games affect mental health of children. **FIGURE 15** shows that most number of respondents from that annual income 1 lakh to 5 lakhs respondents 43% says strongly agree and least number of respondents from the above 10 lakhs 2% says agree that online games addiction to happening murder. **FIGURE 16** shows that most number of respondents from that annual income 1 lakh to 5 lakhs respondents 38% says stimulating anger and least number of respondents from the Below 1 lakh 3% violence says agree that effect of playing computer games of children.

VII. LIMITATION

The Major limitation of the study is the sample frame. The sample frame Collected through bus stands, malls, etc. where the respondents aren't devoted enough to answer the questions. The restrictive area of sample size is yet another drawback of the research. The foremost downside whilst presenting the research topic is that not many people are wise enough to distinguish from the idea of the online games addiction and it's effect which shows clear lack of awareness.

VIII. SUGGESTION

Online game addiction can be a challenging problem to address, but there are several strategies that individuals and families can use to help manage it. Here are some suggestions: Establish boundaries: Set limits on the amount of time spent playing online games and establish designated times for gameplay. Stick to a schedule and avoid playing during times when other responsibilities need attention. Engage in alternative activities: Encourage the individual to pursue other interests and hobbies to fill the time that was previously spent playing online games. Utilize parental controls: Parents can use parental controls to limit the amount of time children spend playing online games, restrict access to certain games, and monitor online activity. It is important to remember that online game addiction is a serious issue that can have significant consequences. Seeking help and support is crucial for managing the addiction and preventing further negative impacts on mental and physical health.

IX. CONCLUSION

In India, online gaming has become increasingly popular among children in recent years, and there have been concerns about its impact on their health and wellbeing. Some studies have suggested that excessive gaming can lead to addiction, poor academic performance, and behavioural problems. However, there is also evidence that gaming can have positive effects on children's cognitive development, problem-solving skills, and socialization. In terms of case laws, there have been some recent developments related to online gaming in India. In September 2020, the Indian government banned several popular Chinese mobile apps, including the popular game PUBG, citing concerns over national security and data privacy. The ban sparked controversy and protests among gamers, who argued that it infringed on their freedom to play and access online content. More recently, in November 2020, the state of Gujarat passed a law banning online gaming, including games of skill and chance, in which people can win money or prizes. The law was introduced in response to concerns about gambling addiction and the negative impact of online gaming on children and young adults. However, the law has been criticised by some as being too broad and vague, and there are concerns about how it will be enforced. Overall, while there is still a lot of debate and controversy surrounding the impact of online gaming on children in India, it is clear that policymakers and parents need to be aware of the potential risks and benefits of gaming and take steps to ensure that children are safe and protected.

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