IMPACT OF ONLINE GAMES AMONG YOUNG PEOPLE IN INDIA

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ABSTRACT

Online gaming is becoming a form of both entertainment and socialization for youth, which becomes an integral part of all their lifestyle activity. This study discusses both negative and positive effects of online gaming with respect to both individual and to the society, despite this online gaming has its critics who have their own set of argument against it

Keywords: ISP, Net Neutrality, psychological behaviour

INTRODUCTION

Globally India has the second largest online population Online Games have become big business in India. Online gaming is popular with young people, and it is one of the top activities they engage in. Online gaming is also more popular than social networking. Online Game Industry is witnessing a massive evolution silently. Young people get introduced to online gaming through Advertisements, friends, family, and peer group. Traditionally, games could be bought from shops, often in the form of a disk for use on a PC or console. But online games can also be downloaded. Games are played on many platforms, with those bought in shops often having an online component to them. Internet connectivity in a game adds a new opportunity for gamers as it allows players to find and play against, or with, other players from around the world (in a multi-player game).

The term 'Online Gaming' has multiple interpretations today, as internet and network platforms facilitate procurement or game-play of almost all games. Online gaming is defined based on:

Channels used to procure or access the game
1. Device used to play and
2. Mode of game-play online game is procured or accessed through online channels and requires internet in the primary game-play experience. Online games include all genres and can be played across single-player, multiplayer and massively multiplayer formats.[i]
3. Games have genres like a puzzle, action Strategy, adventure, arcade, sports, pulsate, skill-based, chance based.

Study have shown that,
- 75% and more 18-24 years young people play the different online game, the psychology of young people learn to function without using parents as a major source of comfort, Establish a sense of "equality" with parents and Develop adult friendships. Gender percentage to play online games in India is 83% male and 17% female, male tend to do things together that they find mutually interesting, in such as activities related to sports or hobbies.[iii]
- Male gamer(s) are concerned about data and memory consumption, Female gamer(s) seek regular update / upgrade.
- High number genre of games played in the age group 13-24yrs is Action, Puzzle, arcade, adventure.
- 75% of young people use a mobile phone to play different games, 21% use PC/Laptop
- 69% use App Distribution for downloading apps for games and 43% use Social Media

Online game culture sometimes faces criticisms for an environment that might promote cyberbullying, violence, and addiction or social stigma. [ii]
And other advantages of online game makes mind think sharper, active, time management, learning and understanding capability, mind-hand coordination, multitasking, concentration, competence skills and many more.,

Net Neutrality in Online games
Net neutrality ensures that ISPs (Internet Service Providers) can't censor, block or throttle websites, the ISP has to keep everything on a level playing field. Meanwhile, consumers can still opt for faster internet pipelines from their ISP. If Net neutrality were to be eliminated, ISPs would be able to charge both consumers and websites for access. If one of these websites didn't have a deal with your ISP they could be strangled

Digital games are on the rise, without net neutrality in place, ISPs could charge device throttle their download speeds, and even limit how much data they could serve up.

Latency also affects the quality of game streaming services, companies slowing down speeds and bringing in fast lanes would either make such services less efficient or likely cause them to be more expensive.

The Telecom Regulatory Authority of India created the outline in response to a request from the country's Department of Telecommunications. The DoT has begun the process of formalizing net neutrality rules.

LITERATURE REVIEW
Online games impact on young mind and their lifestyle is are the brief outlines of the research papers that have been reviewed while carrying out the proposed research work towards online games

liwenchen, tung-liangchen and hsu-kuanjonathanliu [1] have presented a discussion about perception of young adults on online games, according to the study finding online games and three-factor types were new media resisters, pajama socializers, and game value resisters. According to students' statement scores by factors/opinion types, generated by the pqmethod. The most agreed upon statement among all three factors was concluded "playing online games is a waste of time." they reveal that those students do not recognize the practical value of playing online games. And disagreed online games only target those specific groups of people in internet cafes and only target youth.

Prot, S., Anderson[2] as discussed in the paper video games are at the center of discuss the extreme ,idealizing effects of video games and also discussed the violent video games effect on young mind in aggressive behaviour ,effects,prosocialbehaviour,desensitization,physiological manners and in discussion they also accepted the positive side of video games with many non-violent effective games.

Lavinia McLean and Mark Griffiths[3] concluded psychological effects of video games on young people by many reviews in that their discussion was recognizing the fact that games are comprised of key dimensions which allowed them to recognize possible positive and negative impact of video games

EFFECTS ON HEALTH/FAMILY/SOCIETY/LIFESTYLE
- Problem solving and logic – we train brain to come up with creative ways to solve   puzzles and other problems in short bursts
- Hand-eye coordination, fine motor, and spatial skills. The process requires a great deal of eye-hand coordination and visual-spatial ability to be successful. Also, a reason given by experts as to why fighter pilots of today are more skillful is that this generation's pilots are being weaned on video games.
- Planning, resource management, and logistics. The player learns to manage resources that are limited, and decide the best use of resources, the same way as in real life.
- Multitasking, simultaneous tracking of many shifting variables and managing multiple objectives. This forces the player to be flexible and quickly change tactics.
- Quick thinking, making fast analysis and decisions.
- Situational awareness and Pattern recognition – Games have internal logic in them, and the player figures it out by recognizing patterns.
- Estimating skills
- Inductive reasoning and hypothesis testing Mapping – The gamer uses in-game maps or builds maps on his head to navigate around virtual worlds.
- Reasoned judgments
- Taking risks – Winning in any game involves a player's courage to take risks. Most games do not reward players who play safely.
- How to respond to challenges, frustrations
- How to explore and rethink goals
- Teamwork and cooperation

Disadvantage
- Video games may also have bad effects on some children's health, including obesity, video-induced seizures, postural, muscular and skeletal disorders, such as tendonitis, nerve compression, carpal tunnel syndrome.
- Violent game increase aggressive in thoughts, feeling, behaviour.

- Report in Indian express say:[i]
- ✓ Every 3 seconds a person attempts to die.
- ✓ Suicide is one of the top three causes of death among the young in the age group of 15-35 years
- ✓ The psychological, social and financial impact of suicide on the family and the society is immeasurable.
- ✓ About 1 lakh people die by suicide in India every year.
- ✓ Each suicide leaves at least 6 people devastated.
- ✓ 6 lakhs people become survivors every year in India.
- ✓ Suicide estimates suggest fatalities worldwide could rise to 1.5 million by 2020
- They lose interactive nature
- It confuses reality and fantasy.
- Young people addicted to online games exhibit impulsive behavior and have attention problems
- Online game replace any other entertainment

Globally Effect
- gaming leads to wasters of energy and make the major reason for global warming
- It consumes more electricity globally [i]
- Gamer's waste energy like Leaving your house without turning off your PC, laptop or tablet can have a really bad impact on the environment; Most of them don't realize that by saving energy they also help the environment. It's just impossible to live on a planet with such increased amounts of conventional fossil fuel.
- Energy efficiency saves us a lot of cash; it trims down global warming pollution and it's an important aspect of an uncontaminated energy future.

CONCLUSION

The genre of online game effects the young people in both positive and negative ways. There is a huge opportunity for educators here educational content, values, and attitude modification can be delivered to the youth in the mode of their choice. Lesson contexts can be gamified and student'sinvolvement in the learning process can be enhanced. Awareness regarding the issues causing the misuse or overuse of resource available for playing games and hence limiting the overuse for a better planet in future should be created

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