# Analytical study on the spread of some dangerous electronic games

## Prof. Manal Abdel Rahim Hassan
**Professor of the decoration – Faculty of applied arts – Helwan University**
**manal.hassan71@gmail.com**
## Prof. Faten Ali Ahmed Abo Al Wafa
**Professor at the faculty of Education-Helwan University**
**dr.fatenali@yahoo.com**
## Lecturer. Asmaa Eid Mohamed Abdel Ali
**Teaching Assistant at the faculty of Education-Helwan University**
**Asmaa4260@yahoo.com**

## •Phenomenon of Research:

Nowadays, some games have been appeared. They haven't been like any similar games they are dangerous, cause Addiction and some of them cause Suicide. So, we have to think why people obey such dangerous games and how they control their minds.

## •Claim of research:

The research assumes that there is a close relationship between the psychological factors and the success of the dangerous electronic game.

## •Objective Of Research :

The research aims to discover the relationship between psychological factors and the success of dangerous games and extract some rules make game attract people to play.

## •Problematic of Research:

Some dangerous games are existed. These games cause addiction and sometimes suicide. They use psychological methods. We don't accurately know these methods in the Arab world, so we can't offer a good alternative has the same attraction.

## •Methodology of Research:

analytical –Descriptive approach

## •Plan of Research:

1. A Presentation of some dangerous games and their stages.
2. A presentation of the dangers generated by these games.
3. An analysis of the steps and factors that made the player acquiesced to the dangerous game and under its control, and obeying its orders.
4. Extracting rules that help to design an attractive game that has the same advantages of the dangerous game, but not harmful.

## •Recommendations:

The designer must has up-to-date knowledge that related with the specific specialization. He has to think how to solve the main problems affectively. He has to study audience needs, the psychological sides for the product in general and especially for the games.

•**Key Words:** Smart war - dangerous games- the success of games – attractions in games - analysing games.

## 1.  :introduction

Recently there have been some games that have threatened the lives of our young people in the Arab world. In Egypt, more than one suicidal incident has been caused by the challenge of the Blue Whale. The games will never stop.

The world has become a small village as a result of globalization and there are no limits to the spread of a game. the researcher saw the need to warn and study the reason for spreading of this danger and uses the outputs in new alternative in some serious games. The dangerous game aims to destroy adolescents and children primarily. The solution is to analyze them and use the rules of their success in the manufacturing of other games to attract young people to alternatives that are useful and funny.

## 2. Research problem:

Some dangerous games have caused the suicide of a number of young people, and the expectation of the spread of more of these types and the difficulty of controlling the spread of these games. The player obeys all the orders of the dangerous game although it harms. The lack of knowledge in the Arab world about psychological methods used to make the player under control. That makes us not able to provide a good alternative away from violence and attractive to the player.

## 3. Search Goal:

Show some dangerous games, find out why young people are interested in these games and then use these keys to design entertaining and funny games.

## 4. Research importance:

Research raises awareness of important points for the success of the game and adds new dimensions to achieve the game earn fame and widespread.

## 5. Research hypotheses:

The research assumes that:

• Pay attention to study the dangerous game, which is very smart in dealing with psychological victims, helps in extracting some successful rules.

• A deep understanding of the psychological rules enriches the designer with ideas through which he can design an attractive game.

• The application of the principles, that have been extracted, helps to create games that are influential and widespread.

## 6. Research Methodology:

The research follows the analytical -Descriptive approach .

## 7. search limits:

The research is limited to analysis of the games are:

1. **PUBG) PlayerUnknown's Battle**) Game
2. Blue Whale Challenge
3. Mary ( Mariam) Game
4. Fire Fairy Game
5. Momo Game
6. Pokémon Joe Game

## 8. research Plan:

1. A Presentation of some dangerous games and their stages.
2. A presentation of the dangers generated by these games.
3. An analysis of the steps and factors that play their role in the game and make the player under their control, and obey their orders.
4. Extracting general rules that help us to design attractive game.

## 1.  PlayerUnknown's BattleGame  (PUBG) :

The game is so similar to the real world, so the subconscious can't distinguish between truth and fiction. In the long term the illusion will be a truth.



**Shape (1): team in pubg**          **Shape (2): a girl fight a monster**

## Reasons for the addiction to the game of pubg:

• Much like the real world
• Voice communication between players
• It's free and played online
• You have an account on the game
• random bonus
• Dopamine secretion
• The competition

## 2. Blue Whale Challenge:



**Shape (3): the intro of the game**



**Shape (4): the body of some players**

## Why teenagers obey it:

- the name Chosen
- category (victim) Selected
- Gradient
- The timing of the execution of the tasks is exactly four o'clock at 4:15 am
- Broadcast horror
- Threat
- Playing with things' names

## 3. Mary ( Mariam) Game:



**Shape (5): the way of playing**



**Shape (6): the intro of the game**



**Shape (7): a Threat**

## Why teenagers and kids obey it:

• Use a personality close to the age of the child to interview him.

• making Suspense by controlling the time factor, asking you to wait for a specific time until you can complete the game.

• Threat and fear.

• The atmosphere of horror and sound track dominating the character of the game.

## 4. Fire Fairy Game:



**Shape (8): the characters in the game**



**Shape (9): the body of the girl played the game**

**Why kids obey it:**

- Use a granular name for children
- Exploiting the child's imagination
- Timing
- Using the Favourite characters

**5. Momo Game:**



**Shape (10): momo in what's app**          **Shape (11): momo is calling**

# Why teenagers and kids obey it:

- Threating the victim.
- Broadcast horror.
- The shape Chosen for the character.
- Penetration of privacy and call records.

# 6. Pokémon Joe Game:



**Shape (١٢): the virtual world of the game**          **Shape (١٣): a Pokémon at home**

# Why people obey it:

- Choose popular characters.
- Kinetic interaction with the game.
- Random bonuses.
- Diversity: Pokémon varies from country to country.

# Research results:

General rules used to control the minds of players:

- Simulation of reality with 3D models.
- Voice communication between players.
- Make the game free and you can profit in several ways.
- Play online to make the game unfinished and you can always develop it and create new levels and follow the players and continuous improvement.

• Make an account for each player on the game to encourage him to continue, remind him of the game, and stimulate and send gifts, and to boast about what he got and reached him in the game, and to view what will happen if it continues to reach higher levels as a way to stimulate.

• Skinner's box through the evolution of levels, random bonus, which will make the player linked and related to the game.

• Help the brain to secrete dopamine during play, which is responsible for happiness.

• Competition, attention to this aspect and the presentation of a list of ranking players.

• Choose the closest name for the player's heart and at the same time be suitable for the game.

• Choose the right category for the game or design a game suitable for the selected category.

• make the player excited to overcome the challenge and feel his strength when winning and thus continue to play.

• Task timing.

• Brain re-programming.

• Changing names, which changes the brain's reaction to the action.

• Talk to the player, and notice that you are interested in him or her.

• Support the player as if you live with him and understand his problems, and help him to overcome them and find solutions, may be by creating a personality.

• Become friendly and accompanying the player.

• To penetrate the psychological system of the player to understand the psychological needs and saturate them.

• Exploiting the child's imagination in his favour.

• Create a popular atmosphere for the player.

• The use of characters likable or close in the composition of the characters favourite for players and avoid the personalities not loved or that some people have phobia of them.

• Diversity: diversity in terms of gifts where prizes exist or even something in the game.

• Kinetic interaction with the game: We may use it positively by asking for work exercises or movements.

• Give the player an opportunity to crave the game where we may leave him a period of time that he can't play the game, that leads to the motivation and enjoyment of playing later and desire to return to it again.

• The more senses used by the player to interact with the game the more he is attached to it.

## Search recommendations:

1. Inform the designer and artist of everything that is new and related to the field of specialization.

2. Emphasize that the designer is a member of society and has a significant role in the sense of his problems.

3. Seek to find effective solutions using creative thinking and specialization.

4. Emphasize the need to study psychology; psychology is no longer limited to one direction; it is becoming interwoven with many sciences and trends. In the end we deal with human beings with a spiritual and psychological aspect - that is what separates us from the machine - so if we want to promote The game is what we do to examine the psychological part of the

target audience and the intimacy and what actually needs, so when the game meets the real need will meet the game attracted to it and widespread.

5. The need to combine different areas of specialization to find alternatives fun, entertaining and useful; we face the current stream and continued flow, will not stop the limit at these games, and will continue to develop in attracting the player to what is harmful and deadly.

6. Contribute to the formation of sufficient awareness in children, adolescents and young people, and contribute to sound education to help understand how to choose, and planting positive ideas, respect for the body and human value, so as not to humiliate himself or turn a negative trend hurt him.

## References:

- Hana_Suado_Nawal_Bn Marzok _ Elalab El Elalektroniya El aniyfa wa aelaktha Bentshar Zaherat El Aonf El madrsy (Derasa Maydaniya ) _ Gamet Gelaly Benoman khames Malyana- Koliyet El Alom El Ensaniyah Wal Egtmaiyah - Kesm Alom El Egtmaiyah- Takhsos Sysologiyah El oonf Wal elm Al Genay - El Gazaer - 2016 Melady.

- Hays - Robert - Eghwaa AL akl AL baten ( Saykologyah L tasyer El atefy Fe al dayah Wal ealan )- Moasaset Hendawy Lel Talem Wal Skafah - 2016 Melady.

- Flanagan, Mary, critical play (radical game design),  Massachusetts institute of technology,2009

- Browne, Cameron, evolutionary game design, springer ,south Kensington, London, UK, 2011

- Rouse, Richard, game design theory and practice, Los Rios Boulevard Plano, Texas, United States of America, 2001

- https://alwan.elwatannews.com/news/details/3248050  (Addressed: 28/8/2018 )

- https://arabhardware.net/2017/07/13/pubg-brendan-greene-playerunknown/ (Addressed:  ٢٠١٩/٣/٦)

- https://www.youtube.com/watch?v=FnpFNZG3ZPE

- https://www.youtube.com/watch?v=TNsbzuXf_kA

- https://www.youtube.com/watch?v=7hi-7iG61IE

- https://www.youtube.com/watch?v=2LZej46Wz-0

- https://www.youtube.com/watch?v=Vo3nSUb90tE

- https://www.youtube.com/watch?v=qObwSUNLEs8

- http://hayatouki.com/advice/content//2448667- اضرار-لعبة-البوكيمون-جو-pok-mon-go-على-الصحة (Addressed: 6/2/2019)

- https://arabic.rt.com/it       /دراسة-تؤكد-مخاطر-لعبة-بوكيمون-غو-912808#       ٢٠.١١.٢٠١٧ (Addressed:20/1/2018)

- https://www.nawaret.com/؟ تكنولوجيا/ما-هي-مخاطر-لعبة-الـبوكيمون-جو (Addressed:20/1/2018)

- https:// ar.wikipedia.org/wiki/ بوكيمون_غو (Addressed:27/9/2017)

- https://www.youm7.com/story/2018/4/10/-الحوت-الأخضر-هكذا-حول-النتاتش-المصرى-اللعبة-القاتلة (Addressed:19/4/2019) لتحدى-خيرى/٣٧٣٧١٥٠

- https://www.tahrirnews.com/Story/882755/-الأخضر-والـبينك-هكذا-حاربت-مصر-والعالم-لعبة-الحوت (Addressed:20/4/2019) الأزرق/جريمة

- https://arabicpost.com/lifestyle/2018/04/18/-الحوت-الأخضر-في-مصر-والوردي-في-البرازي/ (Addressed:27/9/2018)

- https://www.youtube.com/watch?time_continue=20&v=6vi3tdTdFjU

- www.vetogate.com/2237108 (Addressed:20/4/2019)