

electronic games Analytical study on the spread of some dangerous**Prof. Manal Abdel Rahim Hassan**

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Asmaa4260@yahoo.com**Abstract****• Phenomenon of Research:**

Nowadays, some games have been appeared. They have not 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 do not accurately know these methods in the Arab world, so we cannot offer a good alternative has the same attraction.

• Methodology of Research:

Descriptive approach – analytical

• 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 have 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