Game Addiction and Recovery

Assignment: It is the year 2030, and internet addiction has become a major issue in the world. As a game designer, you have a responsibility to have an insert or a pamphlet with your game explaining what Game Addiction is, how to avoid becoming a game addict, and what help is available to help you overcome this problem. Be specific about your game references (the game you wanted to create) as well as references to other games.

Use Publisher or Word to create the document. It must be at least 2 pages; it should have a ‘catch phrase’ on the front to make people read it. Remember you may have TWO audiences to address, especially if you are creating a game for children. Your insert or pamphlet should include links to sites that explain the symptoms of game addiction and places where you can look for help.

Using the websites below, and any others you find helpful, create this pamphlet or insert. In a separate word document, keep a list of all websites that you visit. You make find a great site I can use for next year.


http://psychcentral.com/netaddiction/

http://www.files.chem.vt.edu/chem-dept/dessy/honors/papers/ferris.html


ajp.psychiatryonline.org/article.aspx?Volume=165Cached

http://iml.jou.ufl.edu/projects/Fall2000/Oliver/defined.htm

http://www.ehow.com/about_5585160_internet-addiction_.htm


http://www.health.am/psy/internet-addiction/

http://ezinearticles.com/?Internet-Addiction&id=410671

http://www.msnbc.msn.com/id/19354827/ns/technology_and_science-games/t/video-game-addiction-mental-disorder/

http://addictions.about.com/od/lesserknownaddictions/a/videogameadd.htm


http://www.rightdiagnosis.com/g/gaming Addiction/intro.htm

