



## Digital Gaming: A study of its effect on youngsters in Patna

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**Abstract :** *The term digital game has evolved over the decades from a purely technical definition to a general concept defining a new class of interactive entertainment. India is one of the top five countries for mobile gaming in the world, the industry is already worth over \$890 million. And with the demand for games on an upward curve, the country now has more than 250 game development companies, up from a mere 25 in 2010, with at least two start-ups coming up every month.*

*It has proved itself to be an emerging source of entertainment, which is highly time consuming and addictive, engaging a*

*large population and making them sick in some cases, mentally and physically.*

*Our research mainly focuses on gaining an insight into various aspects of Digital Gaming, and also regarding its negative effects on younger population. The research seeks to find whether it is just a mere source of entertainment or a highly addictive activity, whether it enhances our brain cells or makes us prone to gaming disorder.*

**Keywords:** *Digital Gaming, Mental Disorders, Physical Discomfort, Addiction, Money Making.*

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### **Introduction:**



**Fig. 1**

**Digital Game:** Digital Game in simple terms is any game played using an electronic device, either online or