



SEARCH All Category

- [SUBMIT AN ARTICLE](#) | [EXPERT AUTHORS](#) | [RSS FEED](#) | [ARCHIVE ARTICLE](#) | [FEATURED ARTICLES](#) | [PUBLISHER GUIDELINE](#) | [L](#)

1888 Articles :: [Computer Articles](#) :: [Games Articles](#)

BROWSE BY CATEGORY

Ads by Google

- [Meth Recovery](#)
- [Meth Addicts](#)
- [Meth Treatment](#)
- [Mario Arcade](#)

- » [Arts and Entertainment](#)
- » [Automotive](#)
- » [Business](#)
- » [Cancer](#)
- » [Communication Technology](#)
- » [Computer](#)
- » [Family](#)
- » [Finance](#)
- » [Food and Drink](#)
- » [Health](#)
- » [Home Business](#)
- » [Internet & E Commerce](#)
- » [Legal](#)
- » [News and Life Style](#)
- » [Personality Development](#)
- » [Shopping](#)
- » [Sports](#)
- » [Study](#)
- » [Teenager and Children](#)
- » [Travel](#)
- » [Woman Concerns](#)
- » [Write](#)

Online Gaming Is As Addictive As Heroin

[Heroin Rehab Treatment](#)

Call 24/7 For Heroin Treatment - 19 Years Experience In Recovery
www.DrugRehabCenter.com

[Find Heroin Rehab Centers](#)

3,000+ Rehab Centers. We Can Help On The Road To Recovery. Call Now!
www.Drug-Rehab.org/Heroin_Rehal

[Health Recovery Ctr. Inc.](#)

Substance abuse addict? Get hel Specializing in holistic methods.
www.healthrecoveryca.com



[Find Heroin Rehab Centers](#)

Malibu Drug Rehab 1-on-1 Therapy Highest Success Rate. Guaranteed.
cliffsidemalibu.com/Heroin_Rehab

[Heroin Detox Treatment](#)

Rapid Detoxification Process Helps You Quit Heroin Quick and Easy...
www.RapidDrugDetox.com

[Heroin/Opiate Addiction](#)

Non 12 Step Drug Rehab in Newport Beach CA
www.non12.com

[Heroin](#)

Heroin Help and Information 24 hr Helpline 800-453-2124
www.heroinhelp.com



Ads by Google

and work; lying to hide activity; problems with studies and work; health problems, muscular as well as visic as well as sleep disturbances.

The games provide social interaction to lonely people, gamers gain acknowledgement as well as power der expertise, and the game weaves a spell on the mind—one gets so absorbed by the virtual realities that it is

Thaddiction is so real that it requires intensive therapy. Treatment programs include: behavioral therapy, ai drugs.

Not all agree that gaming is addictive. MIT's Games-to-Teach project manager opines that games sharpen c and increase empathy. Many others do agree that games inspire imagination, creativity, and team work.

However, the problem is real and countries world over are taking measures. has set up a clinic in Beijing fo sports, acupuncture, and medication. The inmates according to the clinic's director have: depression, nervo panic, agitation, shaking and numb hands, as well as sleep disorders. Gaming is a serious problem in - 1-29 government is taking steps and requesting game developers to create advisory patches to alert gamers to t

A hard core gamer is one who is completely absorbed by his online fantasy, he isolates himself from family by the wayside, spends over 16-20 hours a day [playing the game](#) and games at work, at home, and while c life, a thirst that is never quenched.

Online gaming is as addictive a

Author: Paul Wilson

The games provide social interaction acknowledgement as well as power gaming expertise, and the game we gets so absorbed by the virtual reali

Gaming is big business but it has its downsic the world is recognizing that game addiction health professionals opine that gaming can c focusing on learning, workers from working, are instances where gamers have not left ho

Games like EverQuest, [Dark Age of Camelot](#), heroinware. And symptoms of addiction acc at McLean Hospital are: obsession with the g

Treatment is long and hard and like other addictions the first stage is the most difficult, getting the gamer 1 problem. Addicts find it extremely painful to "kill" the characters of the game and to erase /destroy the soft and return to the game addictively. Studies indicate that hard core players are often neurotic, shy, have er and problems in the home environment.

To overcome the addiction, the player must consider and analyze the issues underlying the game—it is the respect, and emotions.

Gaming is set to become a global epidemic and needs immediate attention as well as solutions.

ABOUT AUTHOR

Paul Wilson is a freelance writer for <http://www.1888FreeOnlineGames.com>, the premi free online games including arcade games, action games, card games, [flash games](#), sti and more. He also freelances for <http://www.1888SoftwareDownloads.com>.

Article Source: <http://www.1888articles.com/author-paul-wilson-7.html>

Like the Article? Then share it with others at popular webs



OTHER RELATED ARTICLES

- » [Year in review - Top 12 News stories of 2005](#)
Author: Paul Wilson
- » [8 Valuable insights into paid and free web directories](#)
Author: Paul Wilson
- » [12 Essential tips to add to your moving check list](#)
Author: Paul Wilson
- » [Online gaming is as addictive as heroin](#)
Author: Paul Wilson
- » [Essential tip to finding a reputable moving company](#)
Author: Paul Wilson
- » [Flash opens new windows and opportunities for game designers](#)
Author: Paul Wilson
- » [7 steps to set your website on the fast track to success](#)
Author: Paul Wilson

1888 Articles | [About Us](#) | [Submit An Article](#) | [Featured Articles](#) | [Services](#) | [Contact Us](#) | [Author Guideline](#) | [Publisher Guideline](#) | [Privacy](#)
1888Articles disclaims any content found in the articles. Issuers of articles are solely responsible for the accuracy

Please report article content violations [here](#).

Copyright © 2005-2008 www.1888articles.com, All rights reserved.

Online Gaming Is As Addictive As Heroin

James Prestridge

7/2/2008

July 2, 2008

This is an article expressing the author's views on Online Gaming. As the title of the article states, the author believes online gaming to be an addiction on par with some of the most dangerous drugs known to man. The article is written in a very subjective manner and makes bold, blanket statements in an attempt to shock uninformed readers into believing the author's take on online gaming. I would like to analyze part of this article as objectively as possible, which may be difficult given my strongly opposing stance on the matter.

"People have died from gaming" – "Gaming can destroy lives, keep students from focusing on learning, workers from working, and women from their duties. There are instances where gamers have not left home for years." (Paul Wilson, Online Gaming Is As Addictive As Heroin, <http://www.1888articles.com/online-gaming-is-as-addictive-as-heroin-0o49xb9.html>)

This paragraph is formed for the simple purpose of shocking the reader to get their attention. An uninformed reader may take the information from the paragraph literally without questioning any of the facts presented. As an informed member of the gaming community, I am familiar with some instances the author may be referring to, and would seriously question the 'addiction to gaming' as a cause.

I can think of one instance in which a person's death could be associated with gaming, in 2005 a South Korean man collapsed after spending roughly 50 hours playing online games in an internet café. First, his death was not caused by gaming. His death was caused by exhaustion, and while he may have been playing online games excessively leading to his death, that does not constitute an addiction to gaming. When a college student dies from alcohol poisoning while binge drinking in rush week, does that make them an alcoholic? If a worker in a sweatshop dies from exhaustion, does that make them a workaholic? I think not.

July 2, 2008

As far as gaming destroying lives, keeping students from focusing on learning, workers from working, I can think of too many instances in which people who play online games have had their lives destroyed, lost focus on their education or their job to mention one specific instance. If you were to look at their lives leading up to the point at which things “went bad”, it may be true that they were playing online games in increasing/excessive amounts. However it can be argued that their increased time playing online games was because of their unhappiness with their life outside of the game, not the other way around. I personally know people who have suffered traumatic experiences, and had their life snowball out of control in the time following those experiences. In those times they would play online games more than at any other, as it was a controlled environment where they chose the interactions that they had. I also know people whose marriage has ended, and an uninformed person may attribute the end to online gaming. In truth, every instance I know of a marriage deteriorating due to online gaming was actually due to one of the people in the marriage finding someone else while gaming online, and the marriage fell apart from there. While that would be the catalyst for the marriage ending, many would argue that there must have been deeper problems within the marriage for the situation to occur. Any way you look at it, it was not due to an online gaming addiction.

When it comes to students losing focus on their schoolwork, or employees that lose focus on their work, it does not require an addiction for those symptoms to arise. Students and workers may already have lost an interest in their work, leading to excessive recreational activities. Again the fact that a student’s grades or an employee’s performance drops relative to the amount of time they spend playing online video games, does not mean that the video games are the cause of the negative effect. In many cases, it may be the opposite.

I cannot speak to online gaming keeping “women from their duties”; as I do not know what a woman’s duties are.

July 2, 2008

As far as the claim of gamers not leaving their home for years is concerned, I have no personal/shared experience to relate. In my 10+ years as an avid online gamer and member of the gaming community, I have neither encountered an individual claiming to have not left their house for years or read about such cases online. If I were to read about such a case however, I would again question the circumstances of their life outside of online gaming. Just because two things are happening at the same time, does not mean that they are in any way related. It absolutely does not always mean that one is because of the other. To drive that point home, I close with an excerpt from a website focusing on Eugene Volokh:

*“ACADEMIC STUDY REVEALS: **Ice cream production is closely correlated with the rate of forcible rape.** Yes, that's right — Professor Eugene Volokh, of the prestigious UCLA School of Law and the even more prestigious Volokh Conspiracy Web log, has uncovered scientific evidence that ice cream production is closely correlated with the forcible rape rate.”* (*The Volokh Conspiracy,*

http://volokh.com/archives/archive_2004_07_07.shtml)

It would be absurd to think that ice cream causes rape. However, if you analyze only parts of a situation as opposed to common contributing factors. In this case the contributing factor is warm weather, both ice cream production (and therefore consumption) and forcible rape occur more frequently in the summer. Does one drive the other? No.