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forms of entities, attributes, and events, where entities are objects, attributes are characteristics of an entity, and events are interactions among the entities.

Queueing systems are discrete-event simulations in which waiting time is the factor being examined. Random numbers are used to simulate arrival and duration of events, such as cars at a drive-through bank drive-through bank customers in a supermarket. Meteorological and seismic models are examples of continuous simulation.

Computer graphics is a fascinating area that combines computers, mathematics, and art. Much of graphics depends on mathematical equations that simulate the natural phenomena presented in the image. Computer graphics combines light interactions, object properties such as transparency and surface texture, object shape, and physical properties to produce images that approach the realism of an actual photograph.

Computer gaming is the simulation of a virtual world within which players can interact with the system and with each other. A game engine is a software system within which game developers, designers, and programmers create a game's virtual world.



ETHICAL ISSUES

Gaming as an Addiction

The term *addiction* refers to an obsession, compulsion, or excessive psychological dependence on things such as drugs, alcohol, pornography, gambling, and food. Experts have been exploring a new addiction: video gaming. Gaming addiction exhibits the same symptoms as other impulse-control disorders. These symptoms include problems at work or school, lying to family and friends, decreased attention to personal health, carpal tunnel syndrome, dry eyes, failure to stop playing games, and sleep disturbances.

Studies conducted at the Stanford University School of Medicine have found evidence that video gaming does, indeed, have addictive characteristics. Dr. Maressa Hecht Orzack, a clinical psychologist at McLean Hospital in Massachusetts and founder of Computer Addiction Service, claims that as many as 40% of World of Warcraft (a wildly popular MMORPG—massively multiplayer online role-playing game) players are addicted, and states that these games should come with warning labels, much like cigarette packages do. Experts believe that these addictions are caused by individuals' needs to form human connections, which they may be unable to achieve in the real world but can easily achieve in a virtual fantasy world.

A 2007 Harris Interactive poll of 8- to 18-year-olds in the United States showed that the average time spent playing video games varies by age and gender, with teenage males averaging about five hours more per week than females. The Harris poll claimed that 8.5% of the teens surveyed could be "classified as pathological or clinically 'addicted' to playing video games." An MRI study conducted as part of the research at Stanford University showed that the region of the brain that produces satisfying feelings is more active in males than females during video game play.

Some countries have issued restrictions on the length of time that users can play online games. China, for example, issued a rule in 2005 that limited online game play to three hours per day. However, in 2007 the rule was changed, allowing players younger than age 18 to play for an unlimited length of time but cutting off any experience their characters might gain after five hours of play.

Many countries, including China, the Netherlands, the United States, and Canada, have opened treatment centers, allowing people who are addicted to video games to go through a form of detoxification (detox). However, treatment for video game users is



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