SOCIAL EFFECTS OF ONLINE GAMING: A SYSTEMATIC LITERATURE REVIEW

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Abstract

Online gaming types like Massively Multiplayer Online Games (MMOGs) and Massively Multiplayer Online Role Playing Games (MMORPGs) are popular form of entertainment used by many individuals across the globe. There are several good and bad effects of playing online games. Potential problems like heath problems, lower academic scores and poor social and family life may have emerged. In consideration of this, a systematic literature review is carried on social effects of online gaming.

The use of traditional reviews do not fetch you research results in a wider range. They just provide introduction to a particular topic and then provide few relevant results. There is no evidence of how the primary research study took place. But, with the introduction of systematic literature reviews, there is a proper planned and systematic literature review process. Systematic literatures give clear idea of how their conclusions are reached. There are many social effects of playing online games and how these games can change ones social life are being discussed in this dissertation. From the 28 empirical research studies that met the inclusion criteria, it was found that only the players who were addicted to game play faced negative impacts while most of other gamers revealed positive effects of online gaming. The studies showed that online gaming could help build new relationships online, socializing was made easy; gamers learnt to communicate in different languages and learnt to work in teams. Online gaming gave them feeling of joy and enjoyment, feeling of achievement and a way to make new friends. However, significant limitations in the studies point to the need for future research so that appropriate measures can be developed for problematic game play.