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TITLE:
THE EFFECTS OF ONLINE GAMES TOWARD CHILDREN'S BEHAVIOUR

PREPARED BY:

MOHAMAD IRWAN SHAH BIN AMAT	2015854307
MUHAMAD AMIR SHAZWAN BIN SHAMSUL BAHARIN	2015817762
FAKRAH NAJIHAH BINTI HISYAM	2015812960
NURUL NADHIRAH BINTI AHMAD RIZAM	2015884824

CLASS:
MC1105F

PREPARED FOR:
MADAM NOOR ASHIMAH BINTI MOHAMAD ASHRAFF

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ABSTRACT

Research topic is the effects of online games towards children behaviour which will discuss the outcomes of online games. Effect is something that produces a specific impression or supports a general design or intention. For example, the lighting effects emphasized the harsh atmosphere of the drama. Online is connected by computer to one or more other computers or networks, as through a commercial electronic information service or the Internet. For game, it can be define as a competitive activity involving skill, chance, or endurance on the part of two or more persons who play according to a set of rules, usually for their own amusement or for that of spectators. For children, can be define as a person between birth and full growth and behaviour is the aggregate of responses to internal and external stimuli or a stereotyped, species-specific activity as a courtship dance or startle reflex.

1.0 INTRODUCTION

1.0.1 WHAT IS ONLINE GAMES?

An online game is defined as a digital game that needs a live network connection in order to be played. This includes not only games played on the Internet, but also those played online through consoles, across mobile phones or via peer-to-peer networks.

The online game also a specialized application or technology that connects players through the Internet or over a computer network. Current online games include PC and console games that differ from mobile games, which operate on mobile devices, such as smartphones, personal digital assistants or tablet PCs. There are many online gaming sites such as sports games world that offer some advanced games with great gaming experience.

Any type of game that someone can play through the Internet is an online game. Many websites offer free online games and anyone can play them across the globe. Some games require flash software in the system to run the game. Online gaming trend is very popular now because gamers can easily find opponents of a similar skill level for playing games over the Internet.

Back to history, the first video and computer games, such as NIMROD (1951), OXO (1952), and Spacewar! (1962), were for one or two players sitting at a single computer which was being used only to play the game. Later in the 1960s, computers began to support time-sharing, which allowed multiple users to share use of a computer simultaneously. Systems of computer terminals were created allowing users to operate the computer from a different room than where the computer was housed. Soon after, Modem links further expanded this range so that users did not have to be in the same building as the computer; terminals could connect to their host computers via dial-up or leased telephone lines. With the increased remote access, "host based" games were created, in which users on remote systems connected to a central computer to play single-player, and soon after, multiplayer games.

Later, in the 1970s, packet-based computer networking technology began to mature. Between 1973 and 1975, Xerox PARC developed Local Area Networks based on Ethernet. Additionally, the Wide Area Network ARPANET further developed from its 1969 roots, lead to the creation of the Internet on January 1, 1983. These LANs and WANS allowed for network games, where the game created and received network packets. Systems located across LANs or the Internet could run games with each other in peer-to-peer or client–server models.