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CONVERSATIONS ON YOUTH 2023

YOUTHS MATTER AMIDST CHANGE



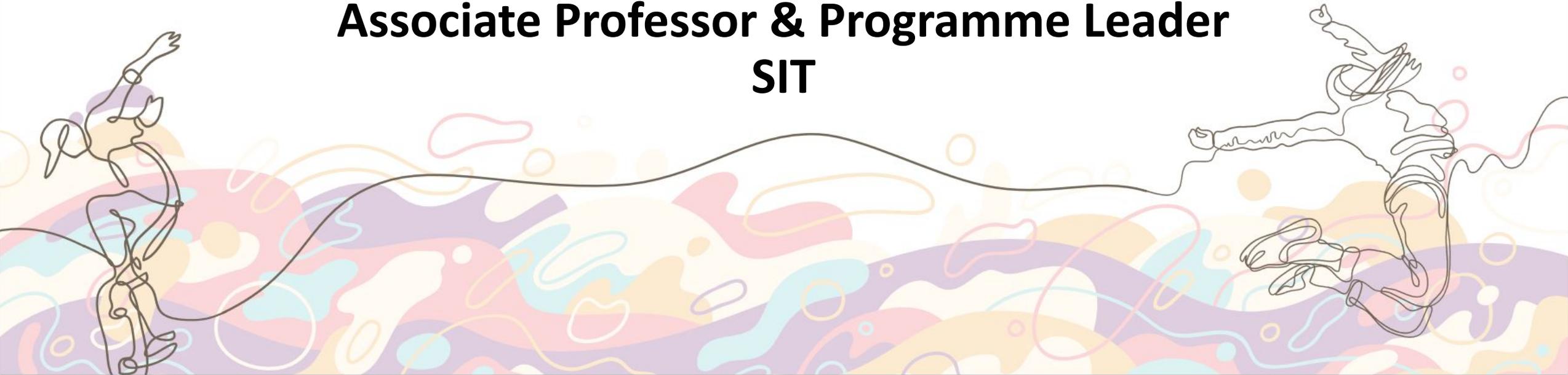
Journeying with a Youth Video

Gamer

Dr Jiow Hee Jhee

Associate Professor & Programme Leader

SIT





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Understanding Video Games





The Evolution of Video Game Affordances and Implications for Parental Mediation

Hee Jhee Jiow¹ and Sun Sun Lim¹

Abstract

Video games have grown in number, variety, and consumer market penetration, encroaching more aggressively into the domestic realm. Within the home therefore, parents whose children play video games have to exercise mediation and supervision. As video games evolve, parental mediation strategies have also had to keep pace, albeit not always successfully. By transposing our appreciation of parental concerns over the historical development of video games, we propose an analytical framework identifying key affordances of video games, elucidating how their evolution has distinct implications for effective parental mediation. These affordances are portability, accessibility, interactivity, identity multiplicity, sociability, and perpetuity.

Keywords

video games, parental mediation, evolution, affordance, challenges, analytical framework

Bulletin of Science, Technology & Society
32(6) 455–462

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DOI: 10.1177/0270467612469077

<http://bsts.sagepub.com>





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Crimes & Harms



MPs raise concerns about **gambling** among children despite new laws criminalising underage gambling



 BY NABILAH AWANG

Published March 11, 2022
Updated March 11, 2022



Loading... The Journal of the Canadian Game Studies Association
Vol 14(24): 90-103
<http://loading.gamestudies.ca>

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Harms Of Loot Boxes and Approaching Regulation In Singapore

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Abstract

'Loot boxes' are a type of videogame monetization model that emerged in recent years, containing randomized rewards of varying rarities. The element of chance seeks to entice players into buying loot boxes in hopes of receiving a rare and desirable reward. The design of loot boxes has been identified to be addictive and to entice players to spend more money than they estimated they would. With links to addiction and gambling behaviours, loot boxes may cause social harm if not sufficiently regulated. Singapore is not new to the videogaming scene and may seek to regulate loot boxes should it emerge as a social problem amongst Singaporeans. By acknowledging existing approaches towards regulating loot boxes and situating loot boxes in Singapore's social context, this paper explores Lessig's four modalities of constraint as a framework to hypothesize loot box regulatory options for Singapore.

Author Keywords

Loot boxes, gambling, addiction, videogame monetization





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Dangers of **Online Radicalisation**

16. Extremist and terrorist groups are known to target youths for radicalisation and recruitment online as they may be more impressionable and easily influenced in their search for a sense of identity, purpose and belonging. Terrorist groups have also misused online gaming platforms, for example, by disseminating their ideological beliefs through video games, using in-game communication features to recruit vulnerable gamers, and appropriating gaming culture to increase their reach to younger target audiences.⁴ The cases involving Irfan and the two youths demonstrate yet again that extremist ideas continue to find resonance among Singaporeans. Since 2015, ISD has dealt with 11 self-radicalised Singaporean youths aged 20 or below under the ISA. All were radicalised online.





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E-sports: keeping crime out of video game competitions

13 February 2020

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INTERPOL helps countries investigate **match-fixing** in all sports through a global network of match-fixing investigators who share information, intelligence and best practices.

SINGAPORE – An INTERPOL Task Force has called for greater global action to protect the integrity of sports competitions.

INTERPOL's Match-Fixing Task Force (IMFTF) is a global team of sports manipulation investigators who share information, intelligence and best practices globally to prevent corruption in a wide range of sports disciplines.

High on the agenda this year's meeting was the protection of e-sport integrity, a discipline involving multiplayer video game competitions often hosted in stadiums to accommodate the large audiences they attract.

With profits in the millions of euros, match manipulation is becoming an increasingly attractive and lucrative area of activity for criminal networks around the world.



Violent video games linked to aggressive thoughts, behaviour

Study of young gamers shows they are more likely to mirror aggression

A screenshot of video game Grand Theft Auto V. Playing violent video games, such as those depicting decapitation, could lead young people here to think and act more aggressively, said a study published on Monday. FILE PHOTO: ROCKSTAR GAMES/SCREENSHOT



Kenny Chee
Senior Tech Correspondent

PUBLISHED MAR 29, 2014, 8:52 AM SGT



Playing violent video games, such as those depicting decapitation, could lead young people here to think and act more aggressively, said a study published on Monday.

The study of 3,034 primary and secondary school students here showed that those who played more violent video games tend to be more likely over time to commit acts of physical aggression, such as hitting someone who had angered them.

The Singapore study was one of the few here on the effects of violent games that featured a relatively big group of respondents and was done over a relatively long period of time.

Columbine High School (1999)



The Chapel Hill Memorial Gardens in Littleton, Colorado, on April 20, 2019. PHOTO: AFP

Two teenagers from Columbine, Colorado, armed with an assortment of weapons and homemade bombs, went on a rampage at their local high school.





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Awareness for Prevention





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How Stakeholders (parents, youth workers, friends) can journey with a Youth Video Gamer





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Understanding Youth Video Gamers: Player Types / Motivations





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Vol. 8 No. 1 (2023): Interaction, Challenge, and Learning: Innovations in Gaming for Serious Purposes

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Game Player Types and its Influence on Game Dependency

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DOI: <https://doi.org/10.24140/ijfma.v8.n1.05>

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Gaming Motivations and its Relationship with Problematic Video Game Use

ID: 413

Track: Audience Section (AUD)

Session Name: Cultural Representations of Audiences' Identities - OCP

Author:

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Table 1

Summary of Gamer Player Types

Gamer Player Type	Description
Achiever	Achievers are highly competitive players that are motivated toward improving their gaming progress against other players. They typically enjoy multiplayer video games that allow them to compete against other players.
Guru	Gurus are motivated toward the acquisition and mastery of skills, as opposed to competition (e.g., achieving better scores than other players). They typically enjoy single-player video games that facilitate multitasking abilities and experimentation of different game elements, such as strategies.
Socialiser	Socialisers are motivated toward the community aspect of the games, such as interacting with other players and engaging in different roleplays. They typically enjoy multiplayer games that allow them to interact with other players, often in a cooperative manner.
Explorer	Explorers are motivated toward unique and novel aspects of the games, focusing on the elements such as the storylines, relationships and/or the aesthetics of the game characters. They typically enjoy single-player games that facilitate continued exploration of the gaming world.



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What I tell parents (preventive support system)



ORIGINAL ARTICLE

Level Up! Refreshing Parental Mediation Theory for Our Digital Media Landscape

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This article argues that parental mediation theory is rooted in television studies and must be refined to accommodate the fast-changing media landscape that is populated by complex and intensively used media forms such as video games, social media, and mobile apps. Through a study of parental mediation of children's video game play, we identify the limitations of parental mediation theory as applied to current trends in children's media use and suggest how it can be enhanced. This study seeks to improve parental mediation theory's descriptive and explanatory strength by identifying and outlining the specific activities that parents undertake as they impose their media strategies. We explain how restrictive, co-use, and active mediation are constituted by gatekeeping, discursive, diversionary, and investigative activities.

Keywords: Video Games, Parental Mediation, Restrictive Mediation, Active Mediation, Coplaying.

doi:10.1111/comt.12109

Parental Mediation of Video Gaming

H. J. Jiow et al.

Table 1 Coding Results for Parental Mediation Activities

Mediation Process	Definition	Kappa Coefficient	Intercoder Agreement
Gatekeeping	<ul style="list-style-type: none"> Activities parents undertake to regulate their children's exposure to video gaming For example, rules and regulations on time and duration of game play, permissible game content, and so on 	0.81	98.24
Discursive	<ul style="list-style-type: none"> Discussions between parents and children about video gaming For example, imparting financial wisdom about video game and in-game purchases, sharing values that guide game play and selection 	0.81	98.42
Investigative	<ul style="list-style-type: none"> Information-seeking and skill acquisition activities that parents undertake to better manage their parental mediation For example, consulting friends, relatives, game retailers about specific games and gaming in general, checking game rating databases and media sources such as newspapers and the Internet, attending public parenting talks, monitoring children's game play, and so on 	0.86	98.70
Diversionary	<ul style="list-style-type: none"> Parents' active efforts to intentionally direct their children away from video gaming and encourage them to pursue alternative activities For example, encouraging children to engage in sports, musical, outdoor activities, and so on 	0.75	99.41





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What you can do directly with Youths





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“Journey with a Trusted Community”

