

Gaming and Generation responsibility

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Violent trend. Violent video games create huge side effect in the new generations mentally , psychologically and behavior. There are many studies about the side effect of violent games.

More control. How to give parents and individuals more control of huge era of video gaming contents. Moreover, how we can provide individuals "players" with data/KPIs and provide analytics of their behavior , psychology and mental so they can themselves study the impact of video gaming.!! ??

Meta data. We need to enforce meta data extraction with all type of games. Meta data such as games scripts , stages contents , games scenes and etc. The more meta data "information" we extract the more control we gain.

Data science help. Using data science , AI and ML with video gaming must help building better generation mentally and psychologically. There is a need for more deep human centric data to be extracted by technology human interaction. There is still a gap between technologies and humanities because the “Customer centric approach” not “Human centric approach”, when customer centric mainly commercial one.

Video Gaming companies respobilities. Main gaming companies must carry responsible for the side effects of the games. They need to provide enough information to customers allow them to understand and analyze the effect of video gaming in general and violent games in specific.

Psychology profile. Each gamer must be able to gain his/her own analytics of gaming. Utilize the gaming selection , searching , meta data to build personal profile for each user and give good analytics of behavior and positive and negative effects of all activities. Gamers have the rights to gain more analytics about their behavior or their kids with each game.

GDPR compliance. The psychology profile of each gamer must be considered as the rights of each player and for kids parent. GDPR must enforce player psychology profile with all video gaming companies across all games.