

Influence of Video Games on the Faith of Toddler Muslims.

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Abstract

Video games have become a popular activity among recent adolescents across the globe. Despite numerous studies about video games and human behaviour that were already presented, a few researchers examined its influence on mental and physiological acceptance of participation in video games. However the main source of these effects remains a dilemma. This study analyzes the impact of video games on the faith of Muslim adolescents and children are analyzed through hidden spy cam and sets of questions that were asked from the seventy five participating players whether they knew their religion or not. The median age of the players is 11 years.

The importance of faith, however, did not seem to have a significant impact on players.

Key words: Islam , Multimedia games, Quetta.