

# **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.

**Introduction:**

Are video/Computer games permissible in Islam? These questions strike the mind when someone sees children in front of Computer screen. The popularity of video games can easily be judged by knowing that When Sony Play Station four was launched in North America one million game console systems were sold within 24 hours [1]. In Asia Sony PlayStation four sold 322,083 gaming console within 48 hours since its release in Japan, according to Famitsu [2], and within less than five months more than 5.3 million game systems were sold[3], which reflects the people's interest and attachment towards the video game. These market analysis data is an alarming signal to analyze its out coming trend in Pakistan. An important area of research that was often neglected by past researchers is the influence of religiosity on player's regular attitudes and behaviour. According to Muslim code the body is not meant to be exposed in public [4]. on the other hand Islam does not allow Its followers to watch a objectionable material and get involved in such a vivacious activity[5]. A study conducted in 2007 on a video game outer cover which is the first sight of attraction shows that female bodies would be portrayed in a more hyper-sexualized manner [6]. In Islam music that provokes a person for useless activity is decisively prohibited in Shariah, [8, 9, 10, 11] there are many Muslim scholars that are not ready to believe that music is Haram. Besides these a study shows that music in games also increases stress level of players [12]. Islam disapproves of useless and futile entertainment that has no worldly or religious benefit[13], and at the same time encourages relaxing the body and refreshing the mind to a certain limit with the various means of true purpose enjoyment.

**Location:**

To know the Impact of new trend in any society is essential because it puts a huge impact on society and directly affects the survival of the specific place in this regard a study was conducted in Quetta city the capital of Balochistan province in Pakistan. The total area of Quetta is 1,024 sq m approximately it is located at the west edge of Pakistan and located in high altitude i.e 5,260 ft above from sea level. Quetta district is considering the urban district of Balochistan at 30°10'N 67°00'E coordinates. Most of the population of Quetta city is Muslim.[4]

**Selection criteria**

To avoid human error and represent data on the basis of merit random generation method is used. From the group of two hundred eighty six video game players, only 75 players were selected for study. Verbal interview about their health status and a measure of how much they knew about their faith were asked. And all the participants were are normal at the time of study and meditator. At the time of study median age of participants were 11 years.

**Method**

To know how much a player knew about this religion following set of questions were asked from selected players.

S.No	Question	Correct Answer	Wrong answer	Don't know about it
1	What is your religion?	70	-	5
2	How many prayers are there in a day ?	50	8	17
3	When no one see you Then whom see you still?	75	-	-
4	Is damaging a body organ allowed or not?	75	-	-
5	Is changing of cloth in front of others a good habit?	75	-	-
6	Watching others nude is a shame full act or not?	75	-	-
7	The place of mother in your eye?	75	-	-
8	What do you do when you listen to the Azaan?	75	-	-
9	What is your response when you listen to Azaan and	75	-	-

	melody of music at a same time?			
10	Do you think playing game is a useless activity?	75	-	-

### **Result**

It was observed with hidden spy cam when the voice of azan was listened (call of prayer) by participants most of them muted the music mode and mute the sound of their device but they still played the game.

### **Discussion**

primary goal of the study was to document the video game habits of adolescents and children and the level of parental monitoring of video games use. The video game first motivated a player for competition which is good, then playing game on betting and this type of dare does not fall into the definition of unlawful act. But after this player moved towards gambling and became grade and showed proudness and arrogance eliminating all the goodness from child. It is also observed during study when mother calls to her children majority of them ignore their mother's call and remained busy in playing, according to Hadies those who disobedient to his parent shall not enter the garden of haven [14].

### **Conclusion**

Imaginative power and the thoughts of children playing arcade games, Make children's mind violent and sew the seed of hatred in a child's mind from the early stages of life. This mindless prejudice could be damage our future generations.

The video game platforms used by different nations to convey their message and potrated their desire image in the mind of children

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