

THE NEGATIVE IMPACT OF SOME VIDEO GAMES

Haider Affat Jadow Salih Al-sweadawi

University Of Anbar

Assist. Prof. Takleef Lateef Razj, PhD

University Of Anbar

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Abstract

The research aims at studying the negative impact of some video games. It also aims at explaining their psychological, health, security, social, and economic effects. It tries to pave the way for those who are concerned with Islamic affairs to present the appropriate Islamic provisions based on the advantages and disadvantages of these video games. The study concludes that some video games affect the Muslim's faith and their health and food security. It is also found that some video games cause addiction that threatens the security and economy of the country as they might encourage killing, violence, and wasting money in society.

Keywords: Video Games, Disadvantages, Blue Whale, PUBG, Mariam Game.

Introduction

Praise be to Allah, the Lord of the Worlds. And Peace and Blessings be upon our Prophet Muhammad and his Family and Companions.

Video games have been recently innovated as entertainment facilities. They did not exist decades ago. These recent innovations need to be studied and classified to explain their ways of effect as they are different from the other entertainment sports like wrestling and horse riding encouraged in Islam. Video games have become one of the most effective entertainment facilities for young people that they affected many aspects of life in society.

Some people justify playing video games for a long time as they stimulate mental thinking. Such a justification makes people waste their time playing without any goal in this life. Thus, it is important to concentrate on these games that affect the Muslim's faith, ethics, and behavior. They build violent ideology, bad behavior, and aggressiveness that ruin relationships with others especially those games that have dissolute features. These disadvantages present a deformed mentality with a behavior full of hatred and violence inside family or community relationships. Due to its importance, this study deals with the negative part of these games.

Value of the Study

This study is important as it deals with intrusive games that have entered our society recently. The young spend and waste much time playing these video games. Moreover, they isolate them from the surrounding people in the society. Thus, it is the goal of this study to explain and present the negative aspects of these games in addition to their destroying impact to help people specialized in giving Fatwa to present the right provision regarding these games.

Problem of the Study

The study tries to answer the following questions:

- 1- To what extent are these games used in comparison with the other games?
- 2- What are the negative implications of playing this kind of games?

Methodology

This descriptive study depends on an analytical model to discover the negative impact of these games. It tries to differentiate between them and the other games based on their fast spread among the young because they controlled a great number of people in the Islamic and international areas.

Structure of the Study

This study is divided into different chapters and topics. It includes introduction, three sections, and conclusions. The introduction presents the value, problem, methodology, and construction of the study. Whereas, chapter one tackles the concept of video games. Chapter two deals with some samples of the games that have negative influences. The third chapter is concerned with the negative impact of these games on people and society.

Section One: The Concept of Video Games

Recently, shops of different video games have become so common and spread so quickly. That was due to the increasing demand for buying and playing them by kids and teenagers.

The concept extends to include the negative and the positive aspects, and the function of video games. Video games will be defined literally and conventionally in addition to explaining some terms connected to them. Then, they will be defined according to their common branches and functions.

First: The Literal and Conventional Definition of Video Games

The word "Games", in Arabic, is literally derived from the word "play" which means the opposite of "seriousness" as in "he played", "he plays", "playfully", "playing", "anything played is a play", and "a playful man" which means "he plays a lot". (1)

Conventionally, games are defined as physical or mental activity. They are resorted to in order to have fun or to rest themselves from tension.

It is an activity done in free time to enjoy and to get rid of the daily routine work. To achieve this goal, people choose their favorite activity (2). This definition is general which includes the physical and the mental activities. Such a word has different synonyms such as:

(Wrong) Fun: it refers to every deed that is against good (3), the deed that makes someone forget about doing a good deed (4), or wasting time with doing wrong things (5).

Enjoyment: it means the pleasures that someone has fun with without doing wrong or sinful things. This definition is presented by Islamic Scholars (6).

(1) Al-Ain, Abu Abdulrahman Ahmed Amro Bin Tameem Al-Farhidi (170 A.H.), Mahdi Almakhzumi and Ibrahim Alsamorra'I, Alhilar Office, 148/2, See: Lisan Alarab, Muhammed Bin Mukrim Jamal Aldeen Ibn Mandhour (711 A.H.) Dar Sadir: Beirut, 3d ed. 1993 1/ 739-741.

(2) Ailm Nafs Allaib /13

(3) Mujam Alkulliyat Fi Almustalahat wa Alfuruk Allaghawiya : Ayoub bin Musa al-Husseini (1094 AD), T: Adnan Darwish - Muhammad Al-Mahri, Al-Resala Foundation - Beirut, p. 778

(4) Tarefat Al Imam Ali bin Muhammad bin Ali Al-Zain Al-Sharif Al-Jarjani (816 AH), Dar Al-Kutub Al-Alami, Beirut, I 1, 1983 AD, p. 194.

(5) Mujam Lughat Alulamaa: a group of authors, Dar Al-Nafees for Printing, Publishing and Distribution, 2nd edition, 1988 AD, p. 394.

(6) Mujam Lughat Alulamaa. 128.

Entertainment: it is the most common activity that is done in the free time where people feel comfortable and satisfied. It is also defined as pleasing oneself with the righteous and proper entertainment (1). All these definitions can be achieved by playing as it is a means of entertaining and enjoying people with different activities like video games.

Second: Video Games

They are recently added activities that are displayed via TVs or Computers. People usually play them using their hands and eyes or challenging their mental abilities. It is done by developing different programs (2).

Third: Classifications of Video Games

Video games are classified depending on:

a- Purposes (3)

Games are classified according to their purposes as follows:

1- Action and entertainment games: these games are played to have fun and to enjoy during their free time. It depends mainly on the interaction with the game at various levels of difficulty and complexity. Such games are considered interesting. Such interest comes from the fact that these games are to some extent and close to real-life where they have so much realistic graphics. So, they interest kids and teenagers and make them addicted to playing them. Besides, these games are called 3d games where there is the third dimension that adds much enjoyment. Also, players can use their different senses in playing these games like touching, seeing, and smelling. Such interest decays by time as playing them continuously causes boredom. Racing cars, motorcycles, war, and space games are of this type.

2- Brain games

These games depend on the logical emulation in making decisions that demand thinking to play. The most familiar game of this type is Chess which is now available on computers. It can be even played versus the computer that sometimes can beat a skillful chess player(4).

- (1) Altarwih Alriyadi fi Almujtama AlmUasir, Kamal Darwish, Muhammad Al-Hamami, Makkah Al-Mukarramah Library - Saudi Arabia, 1st edition, 1987 AD, 73-74.
- (2) Flasaafat Altarweeh fi AlislamAli al-Khouli, General Presidency for Youth Welfare, 1982, 92.
- (3) Alalaab Aliliktruniya, Alshahruri / 46
- (4) See: Alaab Aliliktruniya, Muaath Alhimsi, an Article published on Almausuaa Alarabiya website <http://arab-ency.com.sy/detail/371>

Such computers are so strong because they can process so many possibilities in a short time and choose the best movement. These computers are programmed to process data in a very short time.

3- Educational and Learning Games

These games aim at combining education with entertainment to teach the material with fun. In this way, learning becomes so interesting that it combines thinking with learning. Some games are used even at universities or in academic institutions. Some games provide lexical and vocabulary exercises to learn words and some others are used to learn facts and principles. For this reason, they are called educational and learning games.

b- Content (1)

Such games are concerned with planning and strategy as follows:

1- Conquering Games (Warrior – Soldiers)

Such games depend on competing and winning regardless of the loss. Players are after objectives identified in advance that make them feel dominating and entertained during the game. The game “Battlefield” is of this type.

2- Management Games

These games aim at developing the players’ skills to an extent that makes them finish the game by using what they have gained. They try to develop different skills needed in the game. The famous “Super Mario” is of this type.

3- Wonder Games

They provide new and interesting experiences and experiments that give players relaxation and entertainment. The challenge difficulty is much less than of the above types.

4- Virtual Reality Games

In these games, players of different social games can gather and share in the virtual worlds where they feel liberated in a world that has no boundaries. These games are resorted to in order to escape from reality and to have fun by forgetting the boring routine of the real life. In this case, they feel relieved and relaxed. In these games, they can buy, sell, learn, and work. The “Clash of Clans” game is of this type. These classifications depend on the content of the game.

- (1) See: Alaab Aliliktruniya, Muaath Alhimsi, an Article published on Almausuaa Alarabiya website <http://arab-ency.com.sy/detail/371>

c- Style (1)

These games are classified according to the way they are played as follows:

1- Action Games

These games depend mainly on the player’s skill in moving the joystick to win. They also depend on repetition to master all the skills and the movements needed in the game. Such skills help the player move to advanced levels. They come into two forms:

First: Adventure Games: such games aim at entertaining the player by displaying games scenes and graphics that do not need much concentration on the movement skills. So, the player can resume playing even if the player fails. The famous game, “Call of Duty” is of this type.

Second: Virtual Directing

These depend on the players’ skill in directing the main character to achieve the goal. The player is often tested by the tension caused by their ability in controlling the character using the joysticks or the controller. This type of games includes games like Pacman, Super Mario, and Doom. Mortal Combat, in addition to sports games like football, racing, etc.

2- Planning and Thinking Games

These games do not need controller movements; instead, they require mental efforts to win. They are in two forms(2):

First: Intelligence and Memorization Games

These games are often educational that depend on strong attention and memorization to win. They include games like Cards, Chess, and Puzzle games.

Second: Strategy Games

They demand planning and decisions made in advance to overcome the challenges. No immediate decisions and plans are required. They include games like Clash of Clans and Craft.

- 1- See: Alaab Aliliktruniya, Mafhumaha Tasneefatuha -, Dr. Aisha Bilheesh Alumari, an Article published the WWW <http://learning-otb.com/index.php/tools-concept1/743-e-games-in-2/9/2015>
- 2- See: Alaab Aliliktruniya Wa Atharuha Alfikry Wa Althakafi : pp 38-39

The above classifications seem to tell that the games programmers and designers try to show the positive side of these games. Their designs show that games develop and enhance the mental ability of the player that increases thinking and creativity, management skills, and wit development. They tried to make the positive aspects more vivid than the negative ones. This does not mean that they have evil intentions, but such positive aspects could be misunderstood and misused by those who do not know the consequences of playing these games. This will be explained in the second chapter in detail.

Section Tow: Samples of Electronic Games with Bad Influence.

It can be said that the main goals of the games were initially for entertainment and filling the void, and some were used to teach children, educate them and strengthen their skills, also helped some young people to escape the pressures of daily life and encouraged them to innovate and develop their mental and cognitive abilities, but the reality today is different and terrifying, as Electronic games have become a reality that is very widespread and dangerous more than we imagine, as it attracted the attention of many individuals of all races and ages, looking for entertainment and fun, and ended up killing and suicide, and we mentioned the most important of them does not mean that there are no others; There are a lot of games with bad influence, including a game: Al Boubagi, Blue Whale, Mary, and other names that carry the content of violence and cruelty in dealing with others. However, the most famous of them is what we will mention here; So we will address the most important of them, with some of the laws that the participants deal with.

First: The Blue Whale Game (1).

A- Appearance: This game is considered one of the most dangerous current electronic games in the world. It appeared in Russia in 2013 AD, but it was limited in popularity until 2016 when it spread among young people and adolescents on a large scale.

- (1) Childhood and Development Magazine issued by the Arab Council for Childhood and Development with scientific supervision of the Faculty of Graduate Studies - Cairo University - Egypt, No. 32, for the year 2018AD, p. 42.

B- -Some of its laws: It is an application loaded on smartphones, in which the teenager registers to take up the challenge, it takes fifty days to play and has great stages or missions targeting teenagers between 12-16 years, and requires its users to engrave the symbol F57 or draw the blue whale on the arm with a tool Sharp, and then send it to the official to make sure that the person really got into the game, as it forces its users to watch horror movies for 24 hours, wake up very early and listen to the music the official sends put him in a bleak psychological state, and stand on the edge of the roof of the house or bridge In order to overcome fear, and not to speak with anyone throughout the day, there are other secret missions, such as wounding a person you do not know or harming a woman, and whenever the teenager or child challenges and portrays himself, he gains confidence

whale, and so on to the other stages required by the user of this game, and on the last day (fifty) of playing the game, the player commits suicide, either by jumping from the building or by hanging himself.

We conclude from all of this; The focus of danger in the law of this game lies in the exploitation of the producers of this type of games teenagers between (12-16) years, and it takes most of their time which is (fifty days) and begins its stages with music and social isolation by not talking to others and overcoming fear Watching horror movies for a period of (24) hours, ending in assaulting unspecified people, and then the player committing suicide at the end of fifty days.

Second: PUBG Game (1).

A-Appearance: This game was released in March of 2017, and its first version was for computers and Windows and Xbox win operating systems, and in its new version it works on mobile phones, Android operating systems, and the IOS system.

- (1) (POBG): a game that stole 25 years of the lives of its users, an article published on reverse traffic on 11/12/2018: [https // www.aksalser.com](https://www.aksalser.com).

B-Some of its laws: This game is considered a combat game, as it is a multiplayer battle, in which different players from all over the world participate via the Internet, and in every game 100 players land on a map filled with weapons, tools and ambulance boxes, and then they fight with each other, The survivor is the winner. There are three maps in the game, and the player chooses one way to enter the battle, and each map differs from the other, and these 100 players will be hunters and killers, or victims in the game, and the participant in this game can choose to play alone against 99 opponents or be a partner for one or two people Or three, and they communicate with each other through the technique of voice chat that the game allows between members of one team only, and the motivator to fight and the point that will make players move constantly is that the playing area is constantly shrinking by the so-called (Zone) and all the players outside this region will end up with them The matter of death and loss, and whoever is inside the region remains in the battle until he finally emerges victorious.

- (2) The law of this game is based on violence and killing, for the player is either a killer or a murdered person, and this is an intellectual formulation and behavioral change in the pattern of the relationship of this group with other social surroundings, especially if we know that the number of participants is not less than a hundred players, which is not a few.

Third: Mary Game (1):

It is an electronic game that is loaded on the devices (IOS) and the game is represented in the presence of a little girl called - Maryam - who got lost from her home, and the participant or player should help her to return to the house, and in the meantime, he is asked a set of personal questions about his life, and another political, and after If the player succeeds in delivering a ghost-like Mary to her home, to meet her father, she asks the player to enter with her and then start asking more specific questions, until she finally incites him to commit suicide, and if her response is not threatened, he threatens to harm his family, and the most important characteristic of the game is ambiguity.

- (1) Childhood and Development Journal, 43.

The excitement and sound and visual effects that control the nature of the game, which causes fear and terror in the hearts of users, especially children.

The law of this game is clear. It begins with the principle of assistance to end with a gradual between mystery and excitement to lead its owner to suicide, and this is a threat to the security of the individual in his family environment.

Section Three: Negative Effects on the Individual and Society

Some may depict electronic games - as a mental activity - but this is not absolutely necessary if we look at it from various angles to show the reader the dangers of such games in which negative influences overwhelm the few positive aspects, which turns its path from a game of entertainment and fun to a game that threatens an entity The individual, the family, then the community, and this may threaten the food security and the physical and intellectual security of the communities; So we will mention some of these effects to be a measure of negative aspects and we do not pretend to count all aspects.

First: Religious Influence:

Religious influence is not limited to the models mentioned in the previous requirement; Rather, there are other games in which there are bad manifestations of the electronic games station, as they include shortcoming in monotheism and clashes in the doctrine such as showing the issue of assaulting monotheism in the case of revival the dead, the rain, and the spread of thunder and lightning, and some games also include showing gods as coming from the sky and have great bodies and tall peaks and long beards, and also include the presence of crosses on the cover of the game and inside the houses and streets and the chest of players, as well as the presence of idols and the showing of magic and sorcery and many other things in it Insulting the Noble Qur'an and Islamic symbols, urging killing Muslims, destroying and desecrating mosques, killing those who protect them, tearing Qurans, throwing scientific manuscripts, insulting them, and walking on them, in addition to portraying Arabs and Muslims as terrorists, weak and traitors, and trying to bring those convictions closer by making players speak Arabic and wear the Arab dress (1).

Such kind of games definitely aims to poison the minds of children and adolescents and tame the child to revolt against his religion and beliefs, and distract her/his practice of performing some acts of worship such as praying in congregation at the mosque, as well as distracting them from obedience to parents and visiting relatives, it is not surprising that we see scenes and symbols Abusive to the Islamic religion, included in electronic games, and these are simple examples of some games that offend religion and morals, which we cite as follows:

1-Resident Evil 5 Game: This game has millions of users. At one stage there is a library that contains large books on the shelves, with the exception of the Holy Qur'an that appears lied on the ground and the player can make the hero of the game walk on Holy Qur'an and forbid God.

2-Counter Strike Game: This game shows terrorists who are killed by soldiers, shouting - God is great - there is no god but God - and because of the great reactions in the Islamic world, the creator of this game deleted the sound effects mentioned in the game.

3-The God Finger Game: This game requires the player to be a god and his finger is the controlled and masterminded God who performs deism like resurrection, fatality and grass germination, and it appears at the beginning of the game that followers in this world need you and should influence them with your divine influence.

4-Massacre Muslim: This game is based on killing veiled women, bearded men, and killing the Prophet (Peace Be Upon Him) at the end of it, among other dozens of other games that are not deviated from these types in one form or another. The dogmatic effect of such games and other effects related to the performance of the obligatory prayers are enough to judge such games that they leave the circle of permissibility and enter the circle of sanctity; the preservation of religion is a doctrine and law, one of the basic necessities for Islamic society. It also carries with it an explicit threat to the soul, which is one of the five essentials, and which came in clear legal texts to preserve it and prohibit aggression, because all three models whose laws were mentioned end with suicide, which is a clear legal violation.

Second: Health Effect

In the time of the spread of electronic games over the past years and now, a new set of injuries related to the bone and muscular system has emerged, due to the frequent rapid movement. Sitting for many hours to play games causes pain in the lower back and neck, and the movement of fingers on the keyboard causes severe damage to a finger. The thumb and wrist joint are the result of bending them continuously, and games negatively affect children and adolescents, such as poor eyesight and redness of the eye when practicing for hours as a result of exposure to the fields of short-frequency electromagnetic radiation emitted from television or computer screens, while practicing playing.

A medical study prepared by a Dutch university also revealed that children staying home for hours in the day playing electronic games and not being exposed to sunlight, causing future vitamin D deficiency, which leads to osteoporosis, back pain and knees (1).

Studies have shown that playing with electronic games for a long time put children at risk of obesity, frequent bouts of tension and strain on the eyes, in addition to poor nutrition, especially as the child does not share his family in lunches and dinners, so he gets used to unhealthy eating at inappropriate times.

For the body, and playing games more often increases the possibility of epileptic seizures in some children (2).

Electronic games have become part of the lives of many children and adolescents and even young people, and many parents have complained about the behavior of their children, as their attachment has reached the level of addiction that loses them to normal life, so children and adolescents stayed up all night in playing electronic games that directly affects their personal efforts in The next day, it increases the body fatigue, headache, and the destruction of adolescent brains by impeding the development of the brain, as addiction affects all other areas of life such as social contact with family and relatives, playing with friends and performing homework, in addition to wasting time and wasting human energy, which is the basis for any activity A society, and thus makes them bear no sense of responsibility towards themselves and towards others (3).

- (1) Electronic games and their Intellectual and Cultural Impact: 54-55
- (2) The Pros and Cons of Electronic Games: 21-22
- (3) Looking at: electronic games and their intellectual and cultural impact / 50

This means that they cause verified injuries that may affect the muscular or nervous system, or may cause disruption in the functions of the human body, which means an indirect threat to damage a honored organ of its organs, and this in itself is an explicit violation of legal texts that demonstrate the sanctity of the death of souls or cause their death.

Third: The Security Impact

Violence is the most prominent feature in electronic games, and it takes an extreme trend at times, as these games embody horrific bloody scenes, which has a negative impact on children and adolescents. Violent gameplay generates aggressive ideas, and is less popular with social assistance in their behavior. The child in these games works hard to be a greater hero, so we see him moving from a violent level to a higher level of violence, and during this process he tests all the interactions that the hero goes through as a reality, Which becomes more influential and dangerous, especially in the recent period while The cartoon and the lines.

that make up these games began to turn into pictures of real people and real countries, and this made violence more influential on the child's mind and behavior (1).

Children and adolescents are negatively affected by what they see from electronic games through television screens and electronic game rooms. The methods and techniques of committing the crime, and developing in their minds the skills of violence and aggression, and in the same context, a British study published in The Journal OF The Lanbest- The scenes of violence on TV or electronic games increases the risks of aggressive behavior and fear among young children, and that young children are the most affected With these scenes. The study recommended that parents and educators deal with caution with entertainment programs intended for adults as they deal with drugs or chemicals in the home (2).

(1) The Educational Journal - Electronic Games (Pros and Cons) - Najla Nusseira Bashour, Issue: 11/31/2004, Jordan, p. 51

(2) : Journal of Psychological Culture - Electronic and Aggressive Games - Nashat Sobouh, Ramsey Numan, Sanaa Shatih, Issue: 11/11, Dar Al-Nahda - Lebanon, 2000, pp. 16-17

These are examples of some electronic games that fall under the name of violence, aggression, suicide, and others:

1-Soldier of fortune: It is a very violent game, in which the player assumes the role of the mercenary soldier, who is armed with various weapons, through which he can behead and cut limbs.

2 - The game of horror creatures: (Nightmare creature): It is a game in which killing is practiced by people walking and watching them frightening and full of scenes of blood, in which knives and chains are used for killing, and this negatively affects those practiced by children, adolescents and others (1).

3Pubji Game: We can summarize the danger of this game with the following:

* It helps to develop violence among players by dealing with various types of fire arms and cold steal weapons, and setting a goal of killing 99 players.

*It causes addiction, creates an obsession with the player, and causes him to spend hours behind computer or mobile screens.

*Excessive grumbling of the simplest requests or duties. The one who practices it desires to shoot and kill others without interruption, as it causes the great educational regression in children and adolescents and the development of their aggressive behavior.

* This game caused marital disputes and transformed some players into criminals who committed crimes and attempted murder. These are some cases that this game caused in different countries:

(1) Journal of Psychological Culture - Electronic and Aggressive Games - Nashat Sobouh, Ramsey Numan, Sanaa Shatih, Issue: 11/11, Dar Al-Nahda - Lebanon, 2000, p. 18

(2) The Educational Journal - Electronic Games (Pros and Cons) - Najla Nusseira Bashour, Issue: 11/31/2004, Jordan, p. 51

(3) Journal of Psychological Culture - Electronic and Aggressive Games - Nashat Sobouh, Ramsey Numan, Sanaa Shatih, Issue: 11/11, Dar Al-Nahda - Lebanon, 2000, pp. 16-17

(4) Ibid: 18

In Egypt, an Egyptian student killed his 59-year-old teacher in November 2011, and investigations showed that the perpetrator was affected by the PUBG game. In Iraq: The Police of Siran in Erbil announced in 2018 the death of a young man while trying to imitate the game of PUBG with his friends, while a security source in Kirkuk explained the case of killing between two friends because of the game of PUBG, as revealed the imam and preacher of the Mosque Abu Hanifa Al-Numan Sheikh Abdul Wahab Al-Samarrai there are many divorces and killings cases in the courts caused by this game, and on the same level mentioned a girl who passed on her marriage months, her husband neglects her and does not receive guests because of his addiction to the game of PUBG, Rather, some have even abstained from sex under false pretenses, and other cases caused by this game.

- Blue Whale Game: This dangerous game led to the suicide of many children and adolescents, and a global panic in many countries, and here are some cases reported because of this game:

In Algeria: On 17 November 2017, an 11-year-old boy committed suicide in Setif state, and the results of the investigation confirmed that the reason of the suicide was the blue whale game, where he spent most of his time with her, and at the same year in December two students committed suicide in Bejaia state, because of their practice of playing the Blue Whale game.¹

In Morocco: This game caused many suicide attempts, most notable one is the death of a teenager in the southern Moroccan city of Agadir, where the teenager committed suicide after carrying out the challenges of the game, by throwing himself from the roof of his building, in response to the last challenge in the game.

In Egypt: The most prominent cause of this game is the suicide of the son of the Egyptian parliament Hamdi Al-Fakhrani, as a result of the practice of this game.

In Russia: On 16 May 2017, the Russian Parliament indorsed criminal sanctions for anyone who incites minors to commit suicide, and this is after 130 suspected deaths in connection with the Blue Whale game challenge.

(1) see: What is the game of PUBG and its dangers, an article posted on the site:<http://helloh.com/amp/articales/859>.

France: LG1 reported on its website that four girls from Ba-Dor-Calais had attempted suicide because of this game. (1)

In Iraq: On 17 March 2019, a 15-years-old Iraqi boy at Baghdad College school in Al-Adhamiya committed suicide, where he was affected by the blue whale game, and ended up hanging himself (2) and other dozens of cases caused by this game in the world.

The danger inherent in such games has been found to be the reason why these games were a contributing factor in the formulation of extremist ideology, and the formation of a mental structure that facilitates and planning the killing process, which turns that thought into real behavior, characterized by aggressiveness, violence, and cruelty in dealing with adversaries and others. The proliferation of killings in more than one country threatens a security catastrophe and instability that is planned or carried out by this generation whose ideas are based on the pattern that he has prepared and drafted, not only the enemies of Islam; but the enemies of humanity.

Fourth: Scientific and ethical impact:

A- Scientific impact: The practice of electronic games negatively affects educational and scientific achievement, neglect of school duties, flight from school and learning disorders, because children and adolescents spend long hours and busy and indulge in the world of electronic games that makes them neglect their lessons And their duties and less study and reading books, as they stay up all night of children and teenagers in playing games directly affects their efforts the next day, and makes them unable to go to school and unable to concentrate with the teacher even if they go, and this leads to Creating an illiterate society that lacks human brains, scientists and thinkers and becomes a consumer rather than productive society. (3)

B- Ethical impact: Many of today's trending electronic games, in one way or another, contain sex scenes that do not fit the culture and traditions that prevail in our societies, as we observe many practices.

(1) see: The Blue Whale is a game that can only be completed with death: Marwa al-Assadi, an article published on Al-nabaa News Network on April 12, 2018: <http://m.annabaa.org/arabic/informatics/14873>.

(2) see: the suicide of an Iraqi young in Baghdad due to the blue whale, this case was presented by Afaq T.V: <http://m.youtube.com/watch?r=Po8B3Jyogjw>

(3) see: Pros and Cons of electronic games: 25

The immorality that children and adolescents learn in the course of these games, such as insults and verbal abuse among contestants, drug abuse, gambling or belonging to deviant groups, where the idea of such games destroys many of the ethics learned by the child and adolescent in Muslim community and the worst of these games is the issue of pornography, sex and nudity and the dissemination of morality and obscene decay and encourage it, in addition to passing the dangerous idea that the designer of these games includes Arabic and international music and songs, in order to get used to the players Playing and entertaining by listening to music and songs, making children and teenagers build on the love of unethical music, songs, and videos.(1)

Therefore, it can be said that measuring the progress of nations with the minds of their educated youth and the culture of the scholars who bring society to the top, and the correct behavior of good morals, is the result of civilized action; science and ethics are two full aspects of the material aspect of the scale of contemporary human civilization, and if there is an imbalance in them, civilization is permanently disabled, and these games, along with the negative side, are a consequence of the destruction of scientific progress and moral advancement.

Fifth: Social impact

Children's and adolescents' addiction to electronic games may expose them to boredom in social relationships, because a child or adolescent who is accustomed to the fast-paced pattern of electronic games may have great difficulty in getting used to normal daily life, where the speed is much lower, exposing the child to the pattern of loneliness and psychological emptiness both at home and at school, and many researchers believe that the child's long-term sitting on electronic games makes him a single non-social person, Introverted. The child's own extravagance in dealing with the world of code can isolate him from dealing with the real world, so he lacks the social skill to make friends and the child becomes curious and can't speak and express himself.

These games, with their morals and negative ideas, may lead to further separation, family disintegration or human bonding with others, and this is what we saw in PUBG, for example, because of this game there have been many divorces in different countries of the world, in addition to isolating the person

(1) See: Impact of electronic games: 148-149

Or people from society and all the people around them, to live in a shell where they move into a real battlefield (1).

The structure of society is necessary for the face of external threats to the entity of society and the state, and its disintegration is a dangerous omen, and the social isolation caused by electronic games is a repudiation of responsibility and indifference means further disruption to the fabric of the family and then society.

Sixth: Economic impact

This effect is represented by wasting money as a result of the purchase of electronic devices, the child often forces his parents to pay huge amounts of money to buy the latest devices, accessories and their discs, and waste the material income in his life and repair these devices, because they are often damaged. Because of the misuse and frequent use, and since they are expensive devices, it is natural that maintenance is expensive because of the complex and sensitive parts, in addition, there are some games containing within them a virtual economic system, where the player sells and buys to achieve fake financial returns. Within the game space in order to achieve a quick victory, and in order to secure more of those revenues, the player may transfer real money through - Visa Card - to the game producer, to transfer to him on his account registered in the game virtual resources requested, and we do not forget to open many lounges dedicated to the practice of electronic games, Its doors to make huge money, where it exploits the obsession of young people in the practice of collective play and competition among friends for the purpose of profit, as young people often face the challenges of playing on the basis of betting in these halls where they agree that the loser pays the costs of the players participating for the owner of the lounge, and this is what drives young people to continue the challenge and play daily gambling games, the owner of the lounge is the only beneficiary (2).

The material factor, which is represented by the economic aspect, is a link in a series of interrelated ones because waste means the loss and waste of the money of the individual, then the family, and then the state. Waste and consumption are offset by a lack of production and then a lack of

(1) See: Pros and Cons of electronic games: 24-25

(2) See: Electronic games and their intellectual and cultural impact: 56-57

provision of the necessary funds for basic needs, which leads to crime, fraud, and forbidden behavior of means to obtain money, all of which are bad things that threaten the food security of the individual and the general economy of the State. And this is a general statement about the harms of electronic games and their negative effects on the individual and society, which make the street in front of a clear way full of data that removes doubts in the field of issuing a fatwa to the required level, which limits the spread of such patterns, and urges government agencies to take legal and executive measures to prevent their use.

Conclusion

Praise be to Allah, prayer and peace be upon the Messenger of Allah Muhammad and his family and companions and followers.

And then:

The requirements of scientific research can lead to a set of conclusions and recommendations, which are the result of what has been achieved through research, so our findings can be summarized in the following points:

- 1- Electronic games are a branch of public games played by a group of individuals for a variety of purposes and goals.
- 2- The mental effort exerted by the individual as a result of following the details of the electronic games that he practices may activate mental abilities but may cause side effects
- 3- The sections of electronic games vary according to their means, objectives and subject matter regarding what the game is so that the difference sits different points of view in its legal ruling.
- 4- The negative aspects of playing electronic games vary to include areas related to the Muslim faith and food safety, health, social and psychological, reflecting its danger and great harm
5. The harm caused by addiction to such games may go beyond and threatening the security of the State in general and its economy, as it encourages violence and murder and wastes the financial wealth of the people in society.
6. The follower of the harms of electronic games finds that the fair statement in them is that they come out of the circle of Permissibility and enter into the circle of inviolability if we look at the religious, health and security impact of them.

In the area of recommendations, they are linked to the above-mentioned series of findings, as the recommendations are the outcome of the results, which can be summarized as follows:

1. Legislation of a law that warns against its dangers and is based on a law prohibiting trafficking and promotion in the media or commercial.
- 2- Directing the executive authorities in the government to follow up on the implementation of the law and hold violators accountable.
- 3- Prohibit the application of this type of game through the means and internet networks by means of mobile phone and computer technology and this needs the help of specialists in the field of computer engineering technology.

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