MOBILE GAMING: PERCEPTION OF UNIVERSITY STUDENTS

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Abstract: *Gaming industry has become one of the top most booming industries in India in today's time. The present study deals with mobile gaming in India and its impact on younger generations of the country. Mobile gamers are huge in number and most of them are found out to be young students who are frequently seen in using mobile games. Taking the current pandemic situation into consideration, mobile games have increasingly got the attention of university students in some or the other way. Students of this generation mostly prefer to use the mobile games than any other computer or console games. This study focuses on the historical development of mobile gaming and those of advancements that took place in mobile games in India. The aim was to assess the level of participation of university students in mobile games and to find out its impact on them. The study also focuses upon the adverse effects of mobile gaming on individual students and their behavioral aspects. The research shows how the university students of Northern part of India perceive mobile gaming and the way they would like to engage themselves in playing those mobile games. The study has explored both positive and negative effects of playing mobile games regularly by the younger generations. The data was collected by using Google Form which was initially sent to 300 students studying in various institutions of Higher Education located in Northern India, out of which 170 responses were received back successfully. The data so collected were analyzed with the help of descriptive statistics and represented with the help of pie charts, line graphs and bar graphs.*

Keywords: *Mobile Games, Gaming, University Students, Online Gaming, Smart Generation, Gaming Industry in India*.

I. INTRODUCTION

The gaming industry in India is flourishing since the 1990's when Nintendo was launched in India. Indian audience is a great admirer of the games, due to a very large youth population in India, many games like PUBG flourished in Indian market. The rise of mobile gaming started with the games like Angry Birds, Candy Crush etc, it's the same time when the Androids were entering the Indian market. Mobile gaming in particular is very much pleased by the Indians as mobile is gadget every person now a day's holds. The rise of digitalization in India has also helped the gaming companies to see India as a very profitable market. In the year of 2019 Indian gaming industry observed a huge revenue investment when the gaming organizations stared hiring Indian player's example Fnatic, Nova e-sports and TSM Entity. The other streaming platforms were also being developed like NIMO, TV and LOCO, while other platforms were also emerging in the Indian market like YouTube, twitch and Azubu.

Many Indian gaming companies have come into picture and made huge profits in the gaming market during this pandemic. Out of boredom and no work situation people engaged themselves in downloading and playing new multi-player modes of mobile gaming. For instance, Winzo Games a gaming company in India has reported three fold user engagement with 30% high traffic on their gaming platform. Approximately 35% increase in multiplayer modes compared to single-user modes has been observed. Similarly, Paytm First Games also reported a nearly 200% hike in multi- user base during the epidemic with 75,000 new users.

The study would enable us to derive the issues and an interest from a gamers' point of view and to find solutions for the same. The target group of study will be students in the universities i.e. 16-25, as this age group is likely to adapt gaming as a career. The study would also help to understand the issues faced by the gamers like financial, personal and mental issues. This study will also help to understand the new fold in the career paths and the technological changes in the Indian society. The study gives a slight preference about the attitude of the emerging gaming Industry in India. The lesser observed competitive players in the Northern Region of India could be due to the financial strains observed in the University Students. The study helps to understand the consumer market.

The objectives of this study are to identify the historical Development of mobile gaming in India, to assess the level of participation of university students in mobile gaming and to trace out the benefits and adverse impacts of mobile gaming on students. The data for the study have been accumulated from both primary as well as secondary sources. For collecting primary data online survey was conducted using Google Forms. Initially the Google Form was sent to 300 students studying in various institutions of Higher Education located in Northern India, out of which 170 responses were received back successfully. The data so collected were analysed with the help of descriptive statistics and represented with the help of pie charts, line graphs and bar graphs.

II. BACKGROUND OF THE STUDY

Considering the pandemic situation and health hazards, online gaming has showed an important role in supporting public health efforts to enforce social distancing during the pandemic. This also supported the World Health Organization's #PlayApartTogether campaign by encouraging public to stay indoors thus preventing the spread of the virus. Mobile gaming has benefited public in physical, educational and therapeutic ways. Gaming can likewise help psychological abilities like reasoning, spatial mindfulness, and critical thinking.

However, excessive gaming over time can become a problem for an individual. Poor academic performance of children and adolescents is often linked with the excessive participation in online games. Because of the pandemic, where people were forced to work through homes, online games has been a constant distraction to working individuals or students learning through web, where the health impact of such gaming activities were observed. Online games can be an distracting activity that consumes times and can lead to vigorous snacking habits, that has a negative effect on health. Online gaming activity leads to physical inactivity where muscle pains in arms, back and neck, poor eyes vision has become common among players. Controlled gaming activity could prove to be an effective way to change moods and relieve stress. However overindulging involvement in online games can be a challenge in developing a nurturing daily routine.

Few strategies that are used in maintaining individual's work life balance during these challenging times and not excessively engaged in online gaming can be as; managing stress effectively, getting adequate sleep, engaging in physical activity and maintaining good health. If these are not properly implemented, work imbalance could lead to occupational and educational deprivation, which will further have adverse mental health issues.

III.LITERATURE REVIEW

According to Al-Said (2015) conducted study on Students Perception of Mobile Learning and Edmodo. The findings depicted that student views of Mobile Learning and Edmodo is "High" level in general, and most students have positive views about Mobile Learning and Edmodo as they believe that studying through Edmodo enhances effective communication of learning, and saves time. In terms of Mobile Learning and Edmodo barriers faced by several students it seems like a standard range, however, they faced the problem of low battery in mobiles, and excessive memory usage due huge data files on their devices, but entering information on a relative small screen of mobile was not a challenge to the them. Finally, it has been proposed to include an M-learning section in universities to implement the use of M-learning by preparing a comprehensive step book to use M-learning in learning and teaching.

Ferrer (2014) investigated the study on Educational games, the results of early submission tests, later delayed tests have shown that the students who could use video game content did better mathematically over time, find things was more appealing and they believed that their lexicon skills are much better than the others in the control-supervised group. But, the outcomes of the regression model prove that the enjoyment factor of the game shows no effect on the understandings and learnings of the students, either by their moderation or as determined by the test. Most importantly it was seen as an external motivator that is their eagerness to play is based on the expected achievement of prior knowledge of tested L2 vocabulary, learning and apparent intricacy of the content.

Chinomona (2013) conducted a study on professed enjoyment of ease to play Mobile Games is linked to the attitude of learning of the students. The result showed that professed enjoyment of mobile gaming has a very powerful direct effect on the goal of continuing to play mobile games, than on "ease of play related to mobile games" and "outlook towards the purpose of playing mobile games". Students' outlook towards mobile gaming has intent that posse's minimum effect on "continuance intention of mobile gaming". The findings are that both "student' enjoyment of gaming related to mobiles" and "student's perceived effortlessness of play related to mobile games" have a stronger effect on "intended contingency of mobile gaming" than on "mobile gaming intention attitude". In addition, student's observed enjoyment has stronger influence on "intended attitude of mobile gaming" than what is observed by mobile gaming easiness to play.

Furio(2012) uncovered an examination on the effects of the size and weight of a phone on an instructive game . The positive outcomes recommend that rounds of this sort could be generally legitimate informational games and the mobile phone that is used may not be an indisputable factor. Facer et, al. (2004) conducted study on Savannah: mobile gaming and learning? The findings show noticeable insights that mobile gaming can be used as an effective tool to support learning. It additionally denoted that few significant difficulties that this arrangement of learning raise for the association of learning are inside schools and are identified with the plan of such assets. Lee (2010) uncovered the examination on Indagator related Investigation on Perceived Gratifications of an Application that mixes with Mobile Content Sharing and Gameplay. The outcomes show that apparent delight factors like nature of data, data disclosure, socialization, diversion, and relationship upkeep, and segment factors have experience with highlights of specialized gadgets (mobiles), and IT-related foundations were huge in anticipating aim to practice portable sharing and applications like Indagator. Additionally sex, individual status delight, and age factor were inconsequential indicators.

Nassuora (2012) conducted study on Mobile Learning and its acceptance by the Students. The results show the acceptance level of students on Mobile Learning is high. The study talks about the attitude, behaviour, acceptance and effort expectancy with each of them as linked hypothesis and the behavioural intention observed by the attitude towards the studied/ expected behaviour. Sally Evans, Patrick E Turner Mansureh Kebritchi, David A and Heflich Elizabeth Johnston, (2018) found the conclusive evidence on the various psychological and physical influences of computer games supported by two hypothetical models: Situated Cognition and Adult Learning. It is further remarked that the, digital learning grants a stage for interacting with unfamiliar students, allowing

students to write their essays, and working mutually with others in issue resolving fashion. Digitally equipped game learning professes recommendations by increasing understudies by and by conceiving zones where data gave can be utilized to a functional and ingenious reason.

Sánchez and Olivares (2011) conducted study that shows that the experimented group received a higher insight of their collaborative skills and high scores on the problem-solving cycle rollout program than the unequal control group, revealing that MSG-based learning activities could help improve such learning. This challenges future research to find out under what circumstances learning activities based on critical mobile games can promote high-level skills development. Thomas Apperley and Kyle Moore (2018) explained the haptic effects with the effect of Poke'mom Game and its co linearity with the subject. The work depends on crafted by Richardson's and Hjorth that underlines that the touch, activity and conduct expected to make and work games on versatile screens reaches out 'outside the authority gaming space', making the most obvious haptic impact. The haptic impact when joined with the 'play' itself starts to fuse the neighborhood highlights and openings made by existing players to offer 'elective, innovative and various developments of play', past what is characterized by the game programming (Richardson and Hjorth).

Coursaris, Constantinos K, Wietske, Van Osch and Sese, Florent (2016) discussed about the existing exploration on the effect of client inspirations on happiness and use continuation, by further investigating the effects of a bunch of game highlights— interface, holding, and offer in—as triggers for game play inspirations just as the effect of apparent delight on in-game buy aim, explicitly significant notwithstanding the expansion of online allowed to play portable games. Discoveries gave introductory solid proof on the side, everything being equal, featuring that game highlights can be planned and created to trigger particular sorts of inspirations; explicitly so that associating with other clients prompts more noteworthy accomplishment inspiration, holding prompts more prominent social inspiration, and offer in brings about more noteworthy encounters.

Vorderer, Kromer and Schneider (2016) directed that showed the conduct of the utilization of Smart gadgets around evening time and conduct in different public circumstances during the day demonstrates that the conduct of forever on the web and for all time associated happened often. The outcomes show that others' availability is by all accounts more in a state of harmony to members than web perusing. Members even showed compelling passionate reactions to the impermanent loss of web affirmation. Such practices likewise replies to an expanding number of approaching and active messages that has been accounted for, the significance of the ideas of being PO and PC to understudies and presents extra examination holes. Tao, Cheng and Sun (2009) investigated on understudy discernments offering tough help for specialists to embrace or keep on utilizing PC reenactments in study halls. In any case, the analyst's hypothesis was discovered fruitless to be fortified as an accommodating apparatus in spurring understudy learning exercises, deserving of additional examination.

Wang and Dey (2008) showed that it is plausible to accomplish a superior gaming experience on organizations those are remote by fusing the CMG strategy; there are many organization events where the CMG-based gaming experience isn't agreeable. As per the creators later on, they will explore techniques to improve CMG's way to deal with address the difficulties presented by this remote organization approach. They will likewise redesign the MGUE model to address cloud worker issues and possible issues with constant arrangements by bigger hosts of portable game players, accepting that the MGUE model subsequently introduced will fill in as a helpful apparatus in future; empowering the worker cloud based Mobile Gaming. Isabela Granic, Adam Lobel, and Rutger (2013) clarify the advantages of gaming zeroing in on four fundamental spaces: social (e.g., prosocial conduct), psychological (e.g., consideration), enthusiastic (e.g., temperament the executives), and inspirational (e.g., flexibility notwithstanding disappointment) benefits. The study analyzes the implications of the benefits of playing game such as the development of the neurological changes in the players of shooting games where while solving a challenging pattern based task, where gamers showed exemplary behavior in the frontal- parietal network of the brains, as the section was less involved dictating that the such gamers can easily filter out the information where pattern based learning is involved, stating it as an advanced form of evolution in human learning pattern.

Frangos (2011) studied on adding a growing body of evidence to the PIU, hereby suggesting some explanations for the observed results. The suggestions refer to a broad interpretation of data as organizations rather than as informal relationships, something that can be drawn from the investigational perspective research of university students. The potential profile of a student from PIU is derived from this study: a study of a man who spends many hours every day in conversation, play and in dirty environments causes severe mental anxiety and functional impairment. Santosh et, al (2020) studies on the examined gaming profile towards Online Mobile Games and its relevance to the scholastic presentation of engineering scholars of the Eastern Visayas State University Tanauan Campus institute. The finding show that most students play mobile legends and spent especially 2 hours playing Online Mobile Games out of boredom.

Feijooet, al (2012) study shows that mobile gaming is an increasingly neglected and growing industry. Consequently, not withstanding qualification each monetary number lays in various approach choices to help the portable gaming industry. The social parts of versatile gaming and its help for the arrangement of public merchandise consider the takeoff of a bunch of mechanized strategies in the ICT business. A similar contention can be utilized to help versatile games in different territories of public interest, like wellbeing (or, even better, government assistance), consciousness of energy effectiveness and supportability, social obligation, resident cooperation, and online media. The way to supporting these different local area activities is impart a sign to all partners to begin considering versatile games an amazing asset in new social and instructive missions.

Schmitz et, al (2012) led an examination to help the regular idea that versatile learning games can possibly create inspiration. It uncovers that game modes, for example, cooperative activities or Increased Reality we see give inspiration to participate in learning and/or a specific point. As far as data information procurement, the outcomes are less broad. McCutcheon et, al (2006) conducted study on the impact of gaming on academic performance at a community college. This study was to find the relation between playing a video game and their studies. In this research, there exists no difference between regular and rare players with a certain level of control, or GPA. However, rare players get very high scores on mental tests. Differences between GPA results and psychological test results were discussed and made recommendations for future research.

Jin-Liang Wang, Hai-Zhen Wang and Jia-Rong Sheng (2019) found out that depression for Internet addiction is 1.5 times higher compared to those who participated in non-Internet addiction, after potentially disruptive controls (gender, learning, age, home, school). This has shown that its addiction can lead to depression. Associations involved in Mobile addiction and depression, loneliness in these associations have been investigated. The outcome is that the young addicted to mobile game have high self-reported depression, social anxiety and loneliness.

Jani Merikivi , Virpi Tuunainen and Duyen Nguyen (2017) suggested a two-dimensional division identifies the relation to mobile games and the importance of existing entertainment models has game plan or client center, which thinks about the significance of play. The division incorporates two antiquity related ascribes: game plan and play. That shows that both of these qualities are related to an enjoyable experience, but in itself they give the imperfect impression of the value of what is done in pleasure. The role of entertainment as a motivation for the continued use of mobile game, as well as the main definitions of entertainment using the research method to suggest the fun of the game, it is clear that enjoyment of the game is based on game knowledge co-existing with adaptability, perception and understanding of the game.

Alsén, Adam & Runge, Julian & Drachen, Anders & Klapper, Daniel (2016) presented experimental evidence from live games demonstrating how adding social highlights expands adaptation, commitment and utilization in easygoing gaming across both Facebook and portable stages. While just one game was utilized here, results propose that the profits to extra (very much planned) social ongoing interaction might be higher than the profits to added single-player interactivity, yet affirming this will require extra observational examination. On the off chance that the impact discovered here is characteristic of the upsides of social highlights across various types of portable games, it follows that Game Analytics, which gives business knowledge over the versatile area (Seufert 2014; Sifa et al. 2015), should mean to add to a superior comprehension and estimation of the social part of casual games.

Schulzke (2016) conducted study on War by other means. The result revealed that the games were not just about showing off, but were part of it. They were released during the war and helped build a battlefield. Eventually, the games reintroduced propaganda techniques developed in a variety of ways that were designed for mobile game play. Versatile Gaming shows the significance between non gamers and players. Those are engaged to react to games and challenge their understanding meet up to shape a combat zone for transmedia thoughts. Further examination is expected to test whether new media and computer games uncover promulgation in new settings as well as change their conduct by presenting new characters.

Aziz and Lei (2016) uncovered examination on exploration on the cell phone development in versatile gaming industry. The discoveries likewise uncovered that a quickly developing cell phone decidedly affects the versatile game business that can help improve business achievement.

Vlachopoulos and Makris (2017) conducted study on effects of games and simulations on higher education. The findings of the study are the most sought after results, with most researchers agreeing with the results of current research, positivity of the games and simulations. Comparing the current study with the previous reviews leads to an interesting discussion. The outcome of the study show that many revised articles focus on a variety of games and simulations.

Out Ashley and Maguire David (2019) examines about the recorded advancement of gaming in China. In 2018 the Chinese esports industry created income of $164 million and pulled in 125 million customers, making it the third biggest esports market after the U.S.A and Europe. According to the Authors, the rising pattern in e-sports and versatile e-sports gaming in China can be credited towards two primary components: first, Government approaches which have been authorized to help the development of the neighborhood e-sports and new portable e-sports industry; second, the increase in the Internet users in China. Saranya Narayanan, P. V. Ramanathan (2019) studied and abstains the cases like "The PUBG game, similar to some other computer game, has been exposed to wide analysis; offensive cases calling attention to the harm caused to the cerebrum, setting off forceful and vicious practices in the players has been the head of them". The examination shows how the game prepares players to get to their vital and performing various tasks abilities. The interface and game component encourages the players to learn different mechanical abilities, and mingling aptitudes. They also remarked that the players increased significant interaction.

Mohammed A. Mamun (2019) implies the negative result of the mobile gaming associated with the extensive addiction related to the game PUBG, several evidences like Deaths, Suicide cases, extensive absorption in the game are being reported in the study. The cases of Exam failure, Hospitalization, Suicide and Suicide Attempt were studied indicating the harmful effects of the games, indicating excessive engagement in the online games and the issue of unhealthy treatment of stress and addiction towards gaming.

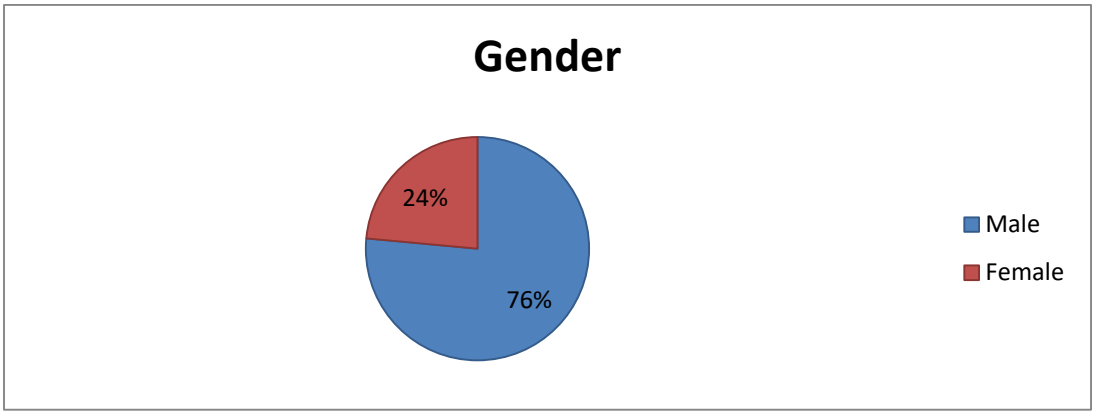
Shintaro Okazaki,Radoslav Skapa and Ildefonso Grande (2008) studied the different aspects of gaming with respect to the attitude of the gamers. The examination assists with finding out about apparent fun, the apparent usability and the apparent comfort on the boundaries like financial aspects, demeanor, idealism, visual allure and saw oddity. Giovanni Naval de los Santos Jessie Richie Naval de los Santos, Vicente D. Carillo, Jr. and Eduardo Edu C. Cornillez, Jr (2020) conducted a study on Mobile Gaming among University Students. The study is to assess the mobile gaming and academic performances of the students. The result shows the significant bearing in their academics by mobile gaming and outdoor games. According to Muhamad Quwaider et al. (2019) conducted a study on The Impact of games on players, assessed both the positive and negative effects on video game players in process of conducting the study. The outcome explained the impact on the player such as emotions, thinking and behaviors. Liu, Chun-Hao MD, ScD, ScM; Pan, DTM&H; Lin, Yuan-Chien MS; Lin, Yu-Hsuan MD, Sheng-Hsuan MD (2016) directed an examination on Smartphone gaming and incessant use design related with cell phone fixation. The current research has shown a correlation between patterns of regular mobile usage and Smartphone addiction in teens. Their research outcome was that the mobile gaming has higher addiction than that of Internet addiction.

Abdul Wahab Yousafzai1, Akhtar Sherin (2021) conducted a study on Mobile gaming in the time of COVID-19. Their study highlighted the possible challenges of online education during COVID-19 situation, exposing children to harmful arrays of electronic devices. The younger generation exposed to higher risk of developing the psychological complication called Internet Gaming Disorder (IGD). Karunanayake, R. A. A. R., & Vimukthi, , D. D. K. S., Perera N. D. U. (2020) conducted a study on addiction of mobile games pertaining to younger generation students. Their study focused on identifying how mobile gaming affected academics, their aggression, psychological balance and relations. The results show that the effect of addiction on mobile games varies according to the time they play.

IV.DATA ANALYSIS

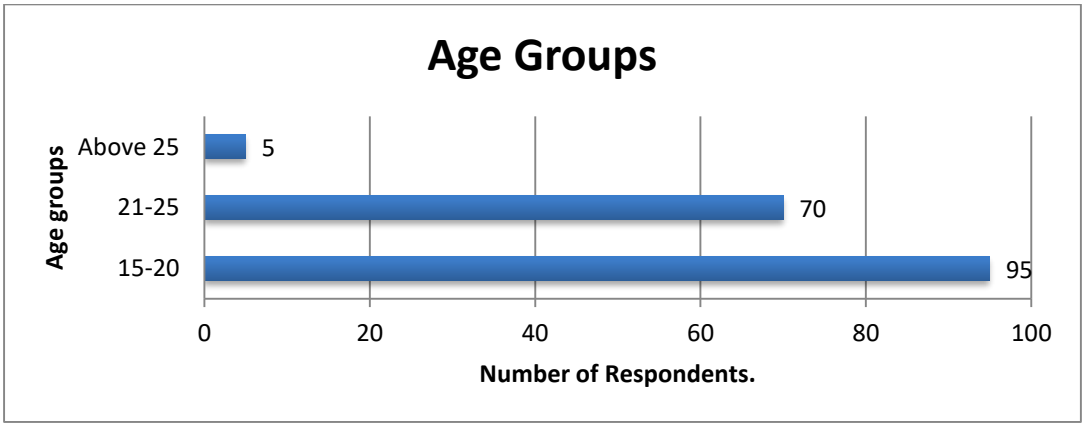
The analysis of the data related to the parameters are shown below one by one –

1. Gender of the Respondents:



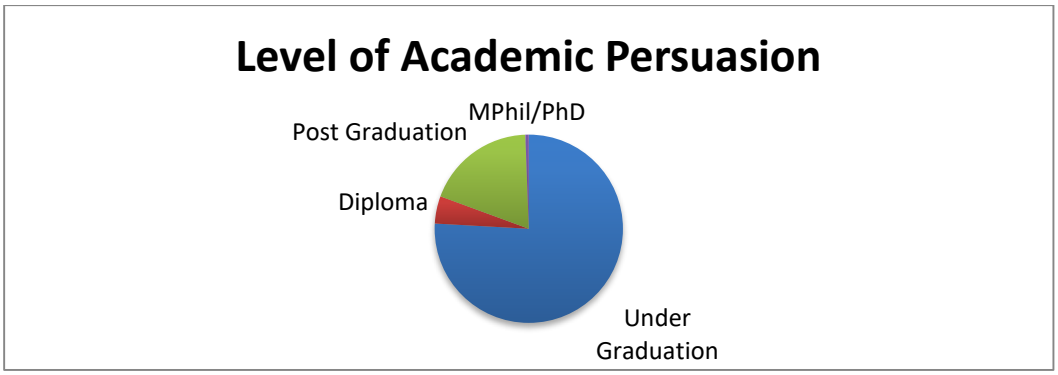
Out of 170 respondents, 130 were male and 40 were female.

2. Age groups of the Respondents:



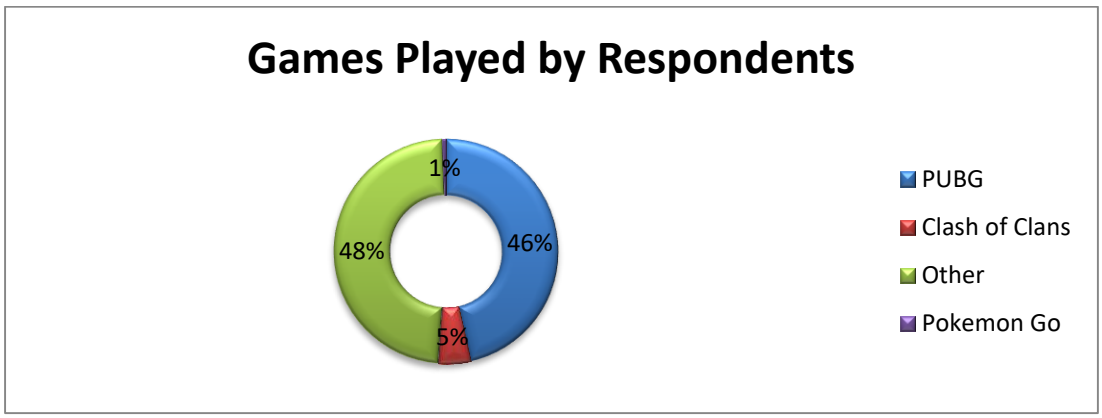
The different age groups playing games on mobile shows, irrespective of age respondents tend to play games, particularly respondents between the age of 15-20 play more online games than the other age groups. This also shows that the same age group has more time to spare and try various activities and is likely to follow more technological trends like online mobile gaming; the other age group that is more likely to play online mobile games is from 21-25. The above data shows these are the age groups that are more likely to play games and can easily pick up trends like gaming.

3. Level of Academic Persuasion:



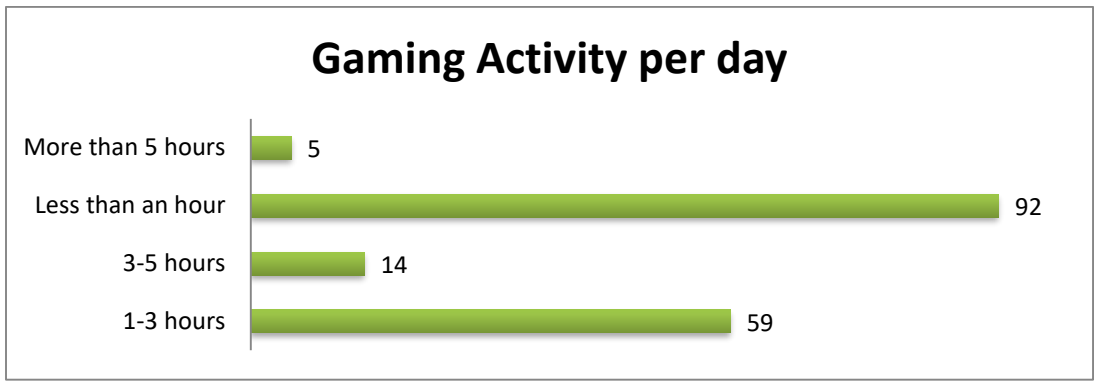
The respondents from different academic backgrounds plays mobile games online, the maximum number of respondents that are more likely to play mobile games are pursuing Under Graduation. This shows the attitude of this group of respondents that they are more likely to try technological trends. The next group that has more number of mobile gaming players is pursuing Post Graduation. As per the academic patterns followed in India, the above academic groups fall under the age group of 17-24.

4. Games played by the Respondents:



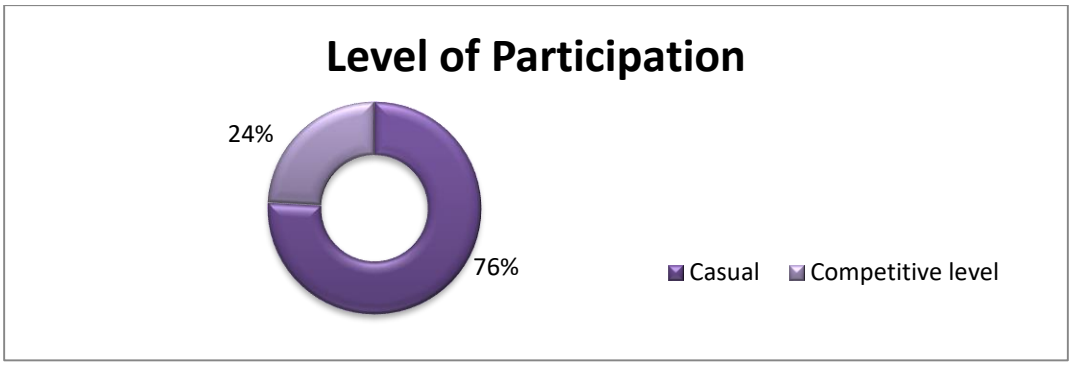
The different games played by respondents, PUBG even after ban in India, is a famous choice among the respondents. The game enables players to play within a group showing social interaction among the players. PUBG being a popular choice also shows that the game has good, ranged graphics and can be played on any device. The games like Call of Duty; Free Fire shares the same genre as PUBG. The other games like Pokemon Go and Clash of Clans are single player games, where in the later stages of game the players can join different groups within the game as per their level in the game.

5. Average Gaming Activity of the Respondents per day:



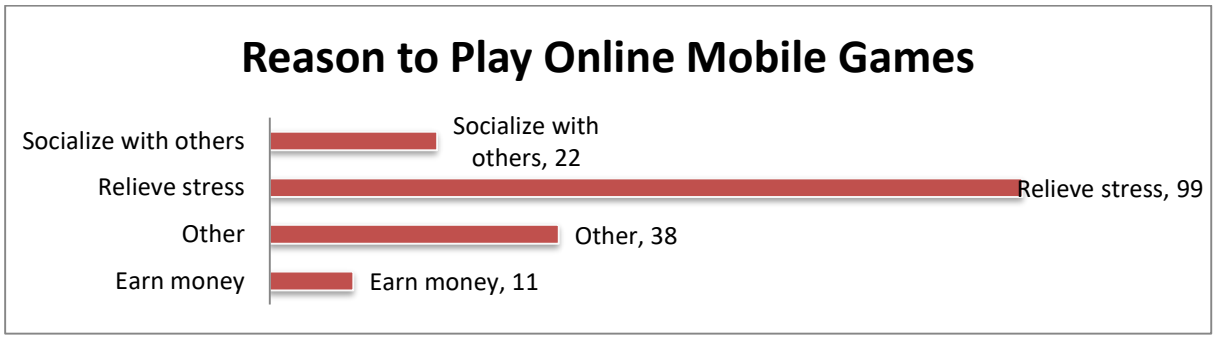
Maximum respondents play mobile games less than hour per day, this shows that every day a player logs in to the game, on an average a 30 min of gaming activity is reflected by the data. This shows the penetration level of mobile gaming in a life of a University student. The other popular opinion was gaming between 1-3 hours, this shows extended level of participation by the gamers, and this particular group of respondents is more likely to play even various games in a group of friends. The other categories are players playing between 3-5 hours per day and more than 5 hours of mobile gaming that is around 11.17% of the entire responded population, these groups' shows more extended level of participation and share a serious attitude towards gaming.

6. Level of Participation:



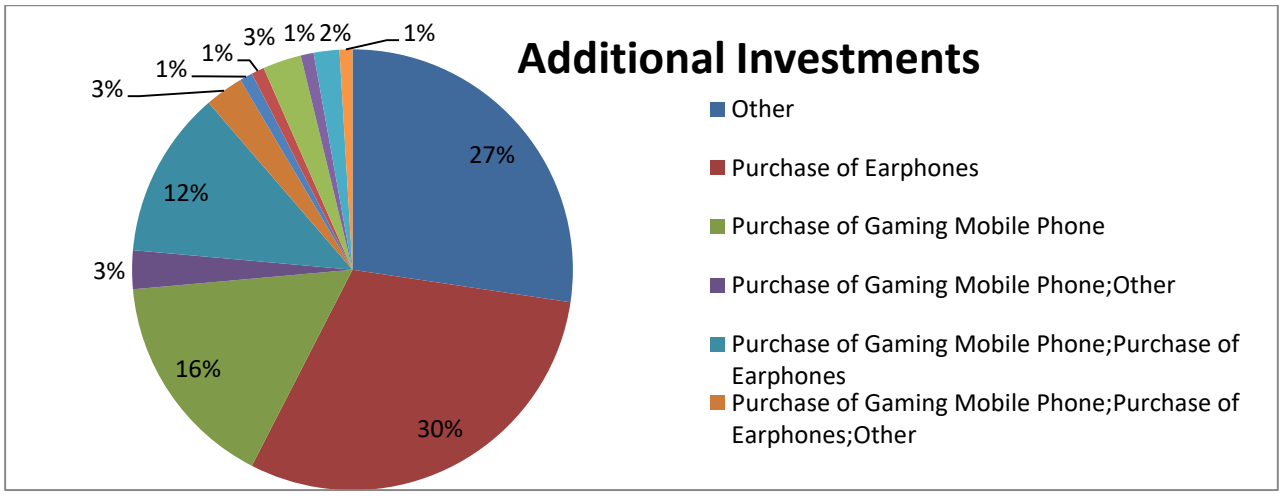
The level of participation among respondents shows their attitude towards mobile gaming. The casual level of participation shows that the players play games out of boredom whereas the competitive level of participation shows that the player is serious about the game and is trying to learn gaming as more of a skill. Around 24.11 % of the total respondents play competitive in their respective games.

7. Reasons to play Online Mobile Games:



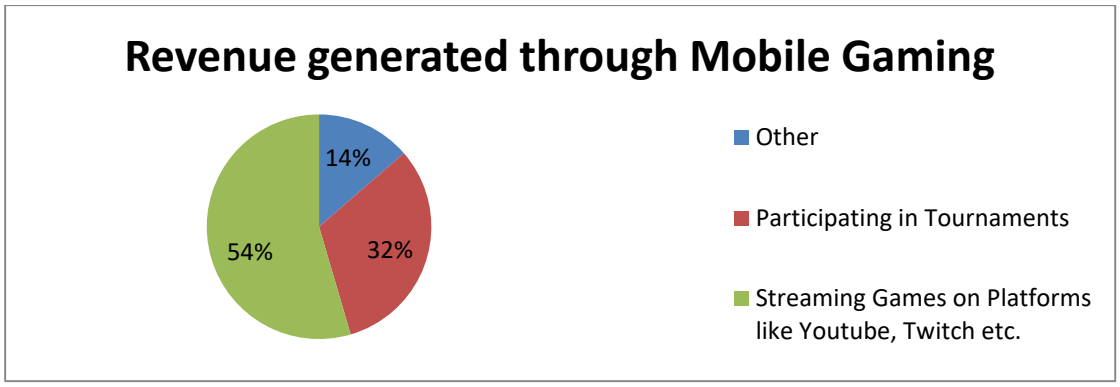
Around 60% of the respondents say they play online mobile games to relieve stresses. They find it easier to tap into the virtual world and enjoy mobile games. The other reasons to play games can be the achievements on the virtual platforms, releases endorphin that makes the person relieved and feel productive. The other reasons include virtual platforms are a good platform to socialize and connect to different individuals. The other 7% play online games as they make an earning out of it.

8. Additional Investments made by the Respondents:



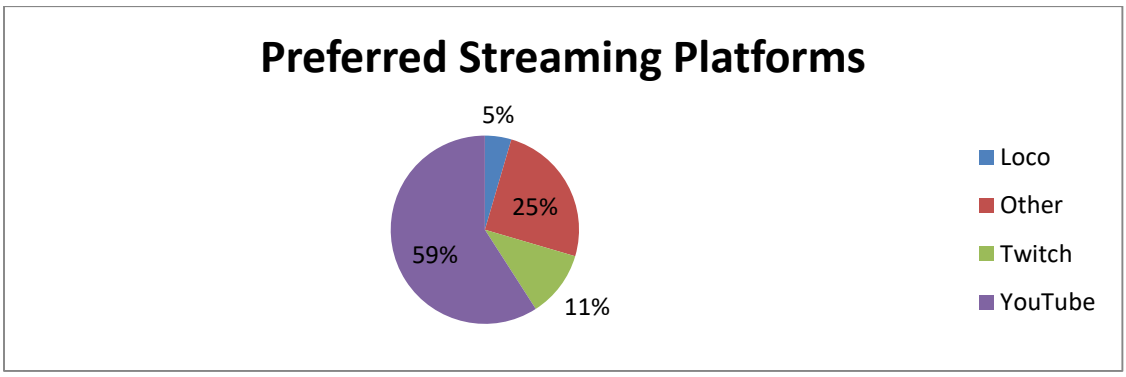
Around 60.5% of the respondents made additional investments to play mobile games, irrespective of the level of participations additional investments were made to make playing games a finer experience. The most common purchases were of earphones and gaming mobile phones.

9. Revenue generated through Mobile Gaming:



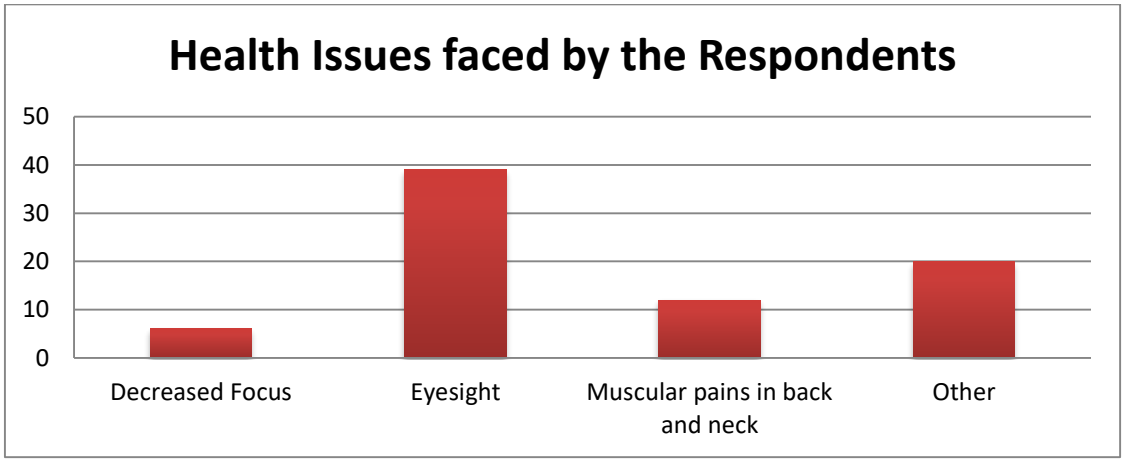
54% of the respondents who earn through gaming say that they use streaming platforms earn revenue through it. The other 14% says that they earn by participating in various tournaments.

10. Preferred Streaming Platforms:



Most of the streamers prefer YouTube to stream their games, others use Twitch and Loco for streaming the mobile games, where players claim that they earn between 0-10K INR per month by streaming. Other YouTube streamers earn more than the others were they claim to earn 10K-20K INR per month.

11. Health Issues faced by the Respondents:

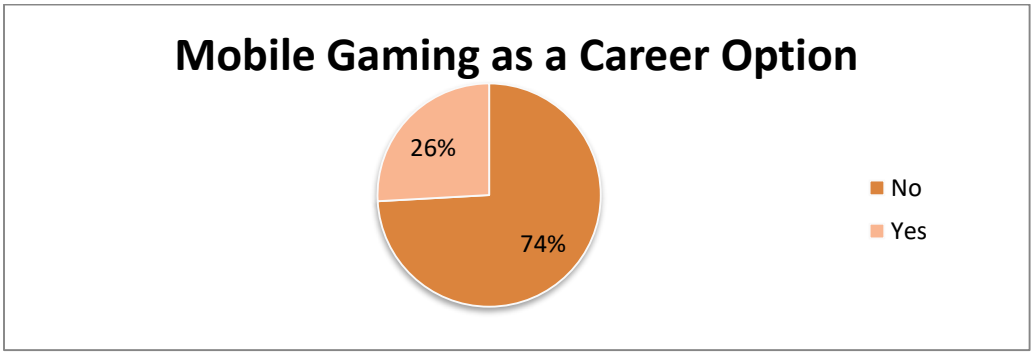


45% of the respondents claim that playing games has induced physical issues like headaches, eyesight issues and muscular pains. 51% claim that they have eyesight issues, 7% complain that they have decreased focus, 16% claim that they get muscular pains and the other 25% claim they feel other physical issues like headaches while or after playing mobile games.

12. Impact on Personal/Professional life of the Respondents due to Playing Online Games:

40% of the total respondents claim that they have suffered personal and professional issues. 40% of the respondents have had arguments with their friends, partners or parents. 16% claim that they have suffered personality change, 22% claim that they have suffered decreased academic performance.

13. Mobile Gaming as a Career Option:



26% of the total respondents are willing to consider Mobile Gaming as a full time career option; whereas the other 74% doesn't consider mobile gaming as a full time career option.

V. CONCLUSION

The age group of 17-25 plays more mobile games than the other age groups. Students have changed perspective towards mobile gaming where they consider mobile gaming as a career option. Streaming Platforms like YouTube, Loco, Twitch etc. are emerging and are attracting users by providing revenue through ads and promotions. Games such as PUBG, Call of Duty were able to tap into Indian Market due to a vast range of graphics and a group activity features that allowed friends to play. Similarly the purchasing behavior of the respondents show that respondents prefer mobiles that can support good graphics, have larger memory, and powerful processors. The daily activity shows that mobile gaming has strong influence over University Students and Gaming Platforms have become a new platform to find friends and relieve stresses.

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