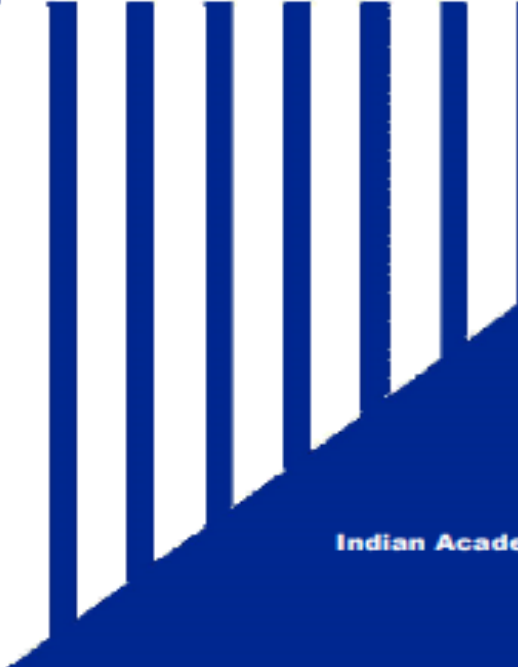


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**A STUDY ON "EFFECT OF VIDEO GAMES ON YOUTH AND THEIR COGNITIVE FUNCTIONS" THROUGH SIMULATION: IMPACT ON HUMAN EMOTIONS****Ms. Sujata Rizal**

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**ABSTRACT**

*In the recent years, video games have gained tremendous popularity among the youth for leisure and entertainment which demands physical and cognitive involvement while playing. Videos games combine physical and cognitive activities for performing cognitively demanding tasks. These activities can improve the cognitive performance but it also can have cognitive impairments among the youths for interacting with video games for longer period. In this paper, research is been done through Personal Interview and Survey along with the previously published research and evidences that suggests commercial video games can be used for the study and to enhance skills and development among the under-graduate students. The experiment population for this research is between the ages from 18-25 without any cognitive issues. The data has been collected to study the maximum time spent by youth while playing games and its effects to their cognitive functions by simulation. This paper will also focus on the emotional behavior of the youth while playing games along with the heart rate, skin rate, intensity range, and threshold value. The EEG (Electroencephalography) scanning technique used in the previous published research is been used for the study. The paper will conclude with the challenges, advantages and effects on youth when they spent maximum time for playing video games.*

*Keywords: Neuron Simulation, Brain Health, Cognition, Emotional Behavior, EEG (Electroencephalography) Technique*

**1. INTRODUCTION**

As per EEDAR, 211 million individuals, or 67% of people, play computer games. That implies a great many individuals could be making harm their minds, mental state, or capacity to rest. Playing games can affect memory, their emotions including sadness, happiness, fear and anger. Games can influence participant's minds and violent games can cause more pressure on participant's mental health. Synapses are being used for passing the messages into the nervous system which can be damaged while playing games because of multiple inputs passing through the individual. Games also influence the behavior of an individual and cause nervousness. The research has shown the simulation of human brain is possible where still the simulation of human emotions is still not into the considerations. Simulating human cognitive functions can be possible in the next 30 years but challenge with the human emotions. Because of the too much playing violent games can affect the human nervous systems. In the recent news, a 16 year old boy got a cardiac arrest while playing games where his own friend played against him which he was not able to accept. Youth are more interested to play violent games and they can play more than 8 hours which participants have also accepted during this research.

**2. OBJECTIVE**

1. To study the cognitive behavior of a youth between the ages of 18-25 while playing video games.
2. To study the heart rate, skin rate, intensity range and threshold value of a youth while playing video games.
3. To study the emotional transition while playing games.
4. To show the cognition simulation of neurons while having transition of emotions while playing games.

**3. RESEARCH METHODOLOGY**

- The data for the research taken through primary and secondary research. For primary data collection, the survey has been taken from the college students ranging their age from 18-25. Review Analysis has been done to understand the thought process and cognitive reactions when they play videos games for longer

