



PSYCHOLOGY AND MODERN GAMES

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Abstract: In this article we will learn about professional players

Keywords: Competitive games, players, competitions, training, addiction.


To date, competitive gaming has not been widely researched or recognized in the scientific and professional video game literature. As the name suggests, competitive games involve players who regularly compete in tournaments organized and managed by the gaming community, often for large monetary rewards. Secondary benefits include the recognition and admiration of other members of the gaming community. Such tournaments are now often hosted by companies that host events at major convention centers in major cities.

Despite the fact that there are quite a few empirical studies, some of them note that competitive games now use Internet radio with game commentary, widescreen television projections of game footage, a significant live audience and cash prizes of hundreds of thousands of dollars. For elite gamers, this is a full-time activity. It seems that many games played competitively require a high level of complexity in strategy development and planning.

Competitive games can change the dynamics and motivation of games. For example, if a player can earn a living and a career playing video games, it becomes a job, not a hobby. This raises interesting questions about the role of context in potential addiction. Although scientific discussions are currently underway about the nature and extent of the adverse effects associated with excessive use of digital technologies, researchers have noted that long hours of video game use do not indicate dependence on video games.

When it comes to competitive games, many players will play excessively long and spend many hours every day practicing or competing. However, this does not necessarily mean that they are addicted to the game, because excessive gaming is clearly a byproduct of their activities. Nevertheless, it can be argued that they are dependent on their work.





Workaholics have been described in different ways. It was noted that workaholics are usually considered as one of the following signs. They are seen as hyper-performers, work to stop thinking about their emotional and personal lives, and are too preoccupied with their work and neglect other areas of their lives. Some of these features can actually be applied to gamers. Some authors note that workaholism has a behavioral component and a psychological one. The behavioral component includes overly hard work, whereas the psychological component includes obsession with work. Again, these behavioral and psychological components can potentially be applied to players in competitive games.

Moreover, competitive gaming is not the only means by which experienced players can financially support themselves. Researchers studying the economics of synthetic worlds have found that gamers also earn income by selling virtual objects in online multiplayer role-playing games.

As noted above, competitive game players are more likely to play for a long period of time and sacrifice other areas of their lives if they can make a living playing. This single-minded dedication to games can be a problem for some players, because the goal of becoming a professional player is often unrealistic. Currently, there are no exact figures regarding the number of players in competitive games, but individual examples indicate that only a few professional gamers receive sufficient income for financial support. Although viability may change in the future, currently the vast majority of gamers have little chance of becoming successful and financially independent professionals. For this reason, competitive game players may be more susceptible to over-playing than the average video game player. In addition, even successful professional gamers are likely to play for extended periods of time, as playing less than eight hours a day may mean that they do not train enough compared to other professional players.

Competitive gaming, as with video games in general, has psychosocial advantages and disadvantages and is therefore an important area to consider when evaluating games in general. For example, it would be important for psychologists if their clients turn out to be players of competitive games, this is likely to distinguish them in many ways from people who excessively play video games for entertainment and/or escape.

The most important thing that these researchers should remember is that professional gamers in competitive games are a separate population of iroks and they can differ significantly from ordinary gamers.





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