

Thomas R. Young

Video Gamer Levels: A New Idea

Where
does the game end,
and you begin?





Video Gamer Levels is a new psychological idea concerning video games. While categorizing video gamers, they envision a new way of thinking that recognizes a video gamer's identification with virtual reality and the real world. While one video gamer plays video games with no ill consequences, another video gamer could develop an addiction. Video Gamer Levels by Thomas R. Young envelops this disparity and provides a foundation by which new views into video game playing can be made.

VIDEO GAMER LEVELS A New Idea

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Introduction

Seeing as this is the first book I have written, I would like to thank you for sharing your time in reading what I have to write. I have been involved with video games a long time now, and had an idea of categorizing video gamers into groups which will help clarify how involved a video gamer is with a video game. Why is this important? I have noticed that many people question how much time a person should spend playing a video game. Some people think that video games are a total waste of time and no one should be playing them. Other people see the truth that video games are merely a type of multimedia. The fact remains that video games are a source of interactive cinematic entertainment, and video gamers usually play them for the sake of having a hobby or pastime although this might lead to addictive game play. Even though, at the same time, people see video games as a wasted activity which spouts laziness. This is generally true, but it is only a tiny piece of the big picture.

I would like to explain that my book comes in two parts. The first part is an explanation on my idea of video gamer levels. This includes an introduction into video gamer levels, a detailed explanation on video gamer levels, and other sections that correlate in one way or another to the idea of video gamer levels. The second part is an extra addition in relation to video

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gamer aggression. Video gamer aggression is one of two hot topics when people debate video games. The other hot topic is obesity. I do discuss this topic in the first part of the book. For now, I will return to discussing what the first part of the book contains.

The first part is not fully academic in the sense that it has solid research backing every bit of it, but I have done enough research related to the topics I discuss in order to provide an accurate opinion. It is also mostly based on my experiences as a video gamer. There are people who will find this unacceptable or not enough, but take from it what you will. I have also included an interview section given to a select few participants to gain a more accurate view on other peoples' opinion in relation to the topics on video gamer levels.

I have been playing video games since I was four years old, and I have a multitude of experience both in the gaming world and the gaming culture itself. For people who do not like video games or believe they are superior in video gaming knowledge, it might seem like I'm being vague. I assure those people that I have done research on topics in relation to my idea. In case that does not satisfy, I have included a more academic approach in the extra part of the book – the main reason in having the second part.

The extra part involves extensive research into video gamer aggression and if it can be linked to video

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game violence. Video game violence, as we all know, is a highly debatable subject apart from obesity. It is increasing every day in that older video games do not have nearly as much violence as new releases do. Many people, especially parents, express their concerns that their child will learn unethical beliefs and take them as their own practice. This explanation details the majority of the extra part of the book in order to give you, the reader, a better understanding of where that section's direction will lead. I believe reading the extra part would be well worth the effort. I sincerely thank you for your time and hope you enjoy reading my first book.



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