

Entertainment in the Digital Age: Transformations in the Landscape of Media Production through Electronic Games "The Case of PUBG and Its Effects on Adolescent Behavior"

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Abstract:

Modern technologies have become an indispensable part of our lives, making the world a "global village," as communication theorist Marshall McLuhan expressed. The continuous technological advancements have sparked a revolution, calling for the transcendence of traditional norms. For example, our Smartphone screens, though only a few centimeters in size, have become windows through which we access various worlds. With their numerous services, these devices can take us wherever we want and enable us to do whatever we desire. Among these services, electronic games are some of the most widely used, especially among all age groups. However, the relationship between adolescents and these games, particularly violent and combat games like PUBG, piqued our interest and prompted us to study their effects. PUBG, launched in 2017 on computer platforms, gained widespread popularity, which increased even further in 2018 when it became available on mobile devices and free to download, with the addition of the Arabic language. This game has had serious repercussions, with some of its addicts resorting to suicide and murder. Thus, this research paper seeks to shed light on this serious issue that threatens our society and children.

Keywords: Electronic Games; Adolescents; Mobile Games; PUBG ; Violent Games

1. Introduction:

Our world has witnessed a series of developments driven by human necessity, starting from the Neolithic revolution, passing through the Industrial Revolution, and arriving at our era's ongoing technological and informational revolution. Numbers have become the distinguishing feature of this era, as machines now dominate every aspect of our lives, both simple and complex, through their digital language. Even more alarming is that

machines are gradually monopolizing every societal role. We can enter a world without boundaries or limits with a power button.

This information revolution has radically transformed the nature of human life, thought patterns, and the relationships between individuals and societies, pushing us to a point of no return. Technology permeates all life and activities wherever we turn, extending even into entertainment and leisure. New concepts have emerged, such as electronic gaming, computer games, video games, Xbox, Game Boy, and mobile games, becoming part of the vocabulary of what is now called the "digital generation." Studies have shown that by the time this generation reaches 20 years old, they will have spent over 20,000 hours online and more than 10,000 hours playing electronic games. (Tapscott, 2015, p. 03).

As a result of the information boom, electronic games have replaced traditional and educational games and have spread across different social groups, regardless of gender or age. No longer is a specific age for playing games; anyone can engage in them without societal disapproval. Electronic games have thus become another hallmark of information societies, and hardly any electronic device is free from them. According to a 2025 report by Hootsuite and We Are Social, more than 70.5% of the global population now owns a mobile phone, and most people use smartphones equipped with all kinds of apps and electronic games (Digital 2025: The essential guide to the global state of digital, 2025). Additionally, a National Institute on Media and the Family survey in the United States found that 92% of teenagers play electronic games (Tayyeb, 2012, p. 19).

These data raise numerous critical issues that require careful examination of their implications. This research paper aims to shed light on one of these complex issues—the contentious relationship between our children and violent mobile games. We have chosen the popular game PUBG as a case study to explore its impact on its players, particularly adolescents, who are in a crucial physiological and psychological development stage. This is especially pertinent given the ongoing concerns and accusations surrounding the serious consequences of such games, which have led some of their addicts to suffer from psychological and physical distress, even to the point of suicide and murder.

1- The General Framework of the study.

A - Study Problem.

Adolescents in this era are increasingly competing with adults in using and acquiring modern technological devices to the point where they have

become an obsession. These technologies, especially tablets and smartphones, have become indispensable due to their wide range of services, with electronic games being a favorite. Adolescents now boast about the number of games they have played and the levels they have surpassed in various games.

Given the widespread prevalence of mobile games and adolescents' passion for them—often leading to addiction—the impact of these games, particularly violent and combat games, has raised concerns. One of the most popular among these games is Battlegrounds (PUBG), which has gained significant popularity among adolescents. PUBG's developers have recently faced a series of criticisms and accusations, with some claiming the game contributes to escalating violence. These accusations reached the point where American and British newspapers linked the game to the terrorist attack on two mosques in New Zealand.

In this study, we aim to explore the potential effects of mobile-based games on adolescents, using PUBG as a case study. Our primary research question is: What are the effects of mobile games, specifically Player Unknown's Battlegrounds (PUBG), on adolescents? From this central question, the following sub-questions emerge: What are mobile games?

- What is the relationship between adolescents and smartphones, specifically regarding violent mobile games?
- What are the effects of electronic games on adolescents, particularly through smartphones?
- How does PUBG, as one of the latest violent combat games, impact society and adolescents?

B - Study Objectives

Through this research paper, we seek to highlight the effects of electronic games played on smartphones on adolescents, particularly regarding their emotional, behavioral, and cognitive aspects. Specifically, we will focus on the impact of PUBG as one of the most recent violent combat games on society and adolescents in particular.

C- Study Terminology

Adolescents:

This refers to a critical developmental stage that spans from sexual maturity to legal adulthood (18 years old). Generally, this period extends from ages 13 to 18. As defined by English in the Dictionary of Psychological and Analytical Terms, adolescence is "the stage that begins with sexual maturity

and ends with full maturity(Jalal, p. 232)." Most researchers consider it to start at the onset of puberty, although there is still debate about when it ends, as in some cases, it overlaps with subsequent stages. For this study, adolescents are defined as those aged between 12 (the minimum age allowed to play the game, which is rated +12) and 18, covering early adolescence, a group in need of particular protection, especially those who play electronic games frequently.

- **Electronic Games via Smartphones:**

In the informational context, electronic games are software programs that simulate a real-life experience using a computer's ability to display and animate images. Socially, they represent an interaction between humans and machines, utilizing the capabilities of the devices for learning and entertainment. Practically, they challenge the player's abilities, gradually increasing from simple to complex, from slow to fast, and serve as cultural development tools by engaging attention and efficiently conveying information. (Hemal, 2013, p. 17).

- **Mobile Games:**

These are electronic games displayed on smartphones. They provide the user with entertainment by challenging them to coordinate hand and eye movements, thereby achieving visual-motor coordination or testing the user's cognitive abilities. (Al-Sawalha, 2016, p. 181).

- **Violent Games:**

These are games based on principles of violence and crime, depicting various symbols of violence such as horror, killing, and conflict. These games come in many forms, including action, battle, and combat games, among others.

- **PUBG (PlayerUnknown's Battlegrounds):**

Commonly referred to as PUBG, this game is often called Battleground. It belongs to the Battle Royale genre, featuring multiplayer battles where players worldwide participate via the internet. In each game, 100 players land on a map filled with weapons and fight until everyone is eliminated, leaving one survivor. (PUBG Arabic Website, 2025).

2-Theoretical perspectives

A – Adolescents and Mobile Games

- **Our Children in the Digital Environment.**

Digital media relies on digital technology, such as websites, videos, audio, and texts. It is a social process where remote communication takes place between parties who exchange roles in sending and receiving

communicative messages through digital systems to achieve specific goals (Arab Council for Childhood and Development, 2013).

Technology has brought about profound changes in the social, economic, and political conditions that were prevalent in the past century, affecting both developed and developing societies and people of all ages. Recently, adolescents have begun competing with adults in acquiring modern technological devices, which have become a significant obsession for them, something they cannot do without (Tayyeb, 2012, p. 16). In today's world, children grow up in an environment where they must manage overwhelming information and navigate complex daily challenges. Technology provides them with immense power, unprecedented thinking tools, creative solutions, and numerous opportunities for learning and understanding contemporary concepts. (Kouider, 2012, p. 99).

Digital media has come to dominate the media landscape and is increasingly becoming a significant part of adolescents' lives. Studies indicate that 35.5% of adolescents browse the internet for 1 to 2 hours per day, and 28.9% (Arab Council for Childhood and Development, 2013) for 2 to 3 hours. Additionally, 40% of adolescents access the internet through their phones at least once a day. Social media networks are the most frequently used by adolescents, with 73% of them engaging with these platforms, a rate much higher than that of their parents, who use their phones to access social media at a rate of only 43% (GSMA & NTT DOCOMO Institute, 2012, p. 02).

According to a 2012 report by The New York Times, adolescents aged 8 to 18 spend more than 7.5 hours daily using technological devices, nearly 5 hours watching films and programs, 4 hours browsing the internet and playing games, and 38 minutes engaging in other activities—totaling 75 hours per week (Tayyeb, 2012, p. 21).

Children growing up in the digital society are exposed to both the advantages and disadvantages of this environment. On the one hand, some argue that computers help adolescents learn better by providing educational environments that allow them to experiment with technology, making them more familiar with the future. On the other hand, others believe that computers make adolescents prisoners of fantasy, diminish their strength by making them more dependent on technology, and push them towards dangerous paths.

The path that adolescents typically take through the internet often leads them into a different cultural world. This journey begins either with entertainment through electronic games or by searching for educational information (Kouider, 2012, pp. 100-113). When examining the behavior of internet users, especially the younger generation of adolescents and youth, it becomes clear how they are abandoning their traditional world and moving towards the offerings of the internet. The era of books and shelves has been replaced by an era of emails that has taken over from paper letters, and even cinemas are seeing their seats empty as people turn to online streaming (Kouider, 2012, p. 108).

• Smartphones and Adolescents' Immersion in the Digital World

The phenomenon of children using mobile phones has significantly increased in recent times, a trend that society, especially parents, has largely overlooked. The justifications for this shift, often cited by its supporters, include fostering communication, fulfilling the adolescent's desire for independence, and helping them form an independent personality. As a result, this has become a natural and accepted phenomenon for parents in our communities (Tayyeb, 2012, p. 16).

Adolescents around the world are becoming more confident and enthusiastic about using smartphone technology. They are seizing the opportunities offered by these devices in ways that were unimaginable a decade ago. A study conducted by GSMA, in collaboration with the Mobile Society Research Institute of NTT DOCOMO, examined the growing use of mobile phones among adolescents worldwide, with Egypt representing the Arab world in the sample. The study found that the rate of mobile phone ownership among adolescents aged 8 to 18 years is remarkably high, reaching 70% in most of the surveyed countries, with Egypt showing the highest rate at 94% (GSMA & NTT DOCOMO Institute, 2012, p. 02).

As the number of services provided by smartphones increases, so does global participation in their use, with entertainment applications being among the most popular. These apps, including games, have transformed many devices into mini gaming stations (Tayyeb, 2012, p. 44).

Today, smartphones are no longer merely tools offering their users various services and features; for some, they have become tools for pacifying children. This issue becomes more alarming over time, as phones increasingly accompany children from an early age. Recent studies show that 7 out of 10 parents allow their children to use smart devices. Research

from the University of Iowa found that 90% of adolescents begin using these devices as early as age two(As'id, 2024). These statistics indicate a critical situation: adolescents are becoming attached to smartphones at an age when they cannot fully comprehend the potential dangers. Gradually, the phone becomes indispensable to them, especially due to its ability to constantly provide something new. This makes the phone their first addiction, consuming their childhood and life in all its details, largely thanks to the applications it offers—particularly electronic games, which have become the main preoccupation of today's children. These games have captured their minds and interests, becoming an integral part of their world. In fact, parents often contribute to this growing attachment and addiction by allowing these devices to accompany their children wherever they go(Ibrahim, 2016, p. 03). Electronic games, the most commonly used form of entertainment, have become the focal point of children's activities. These games are primarily experienced visually, facilitated by various media devices, including video games on televisions, computer games, and games on specialized consoles or smartphones(Hamdan, 2016, p. 19).

We can summarize the most significant reasons why adolescents become attached to electronic games in the following points:

Visual Appeal: Electronic games attract children and adolescents through their use of vibrant colors, graphics, imagination, and adventure.

Focus Development: Adolescents develop concentration skills through the diverse themes and ideas in these games, such as racing games that require players to focus on navigating rough terrains and avoiding obstacles.

Identification with Heroes: Adolescents identify with the heroes in these games, which deepens their attachment and allows them to represent themselves by immersing in the game's world.

Escapism: Electronic games create an imaginary world distant from daily life but defined by specific time and space constraints.

Social Engagement: The game framework represents part of the adolescent's social activity, through which they seek self-control and mastery. (Abbadi, p. 197).

This type of entertainment has taken up a significant portion of adolescents' time, contributing to developing a vast visual memory. Adolescents begin building this memory from a young age, which includes all the shapes, sizes, and forms they observe in their surroundings. Visual

stimuli in their environment can influence their personality, behavior, and attitudes, ultimately affecting their character. (Al-Ghamdi, p. 06)

4. The Effects of Electronic Games via Smartphones on Adolescents

Technology has had a significant impact on adolescents. Children of this generation are fascinated by technology to the point where they struggle to imagine a fulfilling life without certain elements, such as video games, the internet, mobile phones, and iPods (Tayyeb, 2012, p. 17). According to Alain Le Débardeur, the world of electronic games has gone through several stages of evolution, beginning with early video games played on various devices, which continue to develop, bringing them ever closer to reality (Kouider, 2012, p. 127).

In terms of device usage, only 3% of adolescents use smartphones as their primary means of accessing the internet, while 30% of Egyptian adolescents use gaming consoles as their main devices for internet access (GSMA & NTT DOCOMO Institute, 2012, p. 03).

B-The Effects of Electronic Games via Smartphones on Adolescents

• Mobile Games: Definition and Overview

Mobile games refer to activities in which players engage in a structured competition governed by specific rules, resulting in measurable outcomes. When available in digital format, these games are considered "electronic," and when played on mobile phones, they are referred to as mobile games or smartphone games. (Ahmed Atta, p. 740).

The mobile gaming market is seen as the market of the future, as evidenced by various investments. A study by GFK highlighted a wide array of game titles, numbering in the thousands, with this number steadily increasing. The diversity of game types is also growing, prompting major electronic gaming companies to focus on mobile platforms. GFK's analysis shows that certain types of games dominate the market more than others. For instance, role-playing games (RPGs) are not particularly suited for mobile phones, even though they are among the best-selling games for computers. On the other hand, casual games are very popular in the mobile gaming market.

Launching a game on mobile phones requires adapting the game to the different types of phones available, as these devices do not all offer the exact technical specifications, such as display and control buttons. As a result, there are hundreds of different types of mobile games, but they remain relatively affordable for consumers. (Fallaq, 2008-2019, p. 24).

The importance and popularity of mobile games continue to rise each year. In 2015, mobile games generated 80% of the total revenue for both Apple's App Store and Google Play, with profits reaching nearly \$6 billion, according to a report by Sensor Tower. This growing popularity can be attributed to the games' ability to simulate a semi-fictional reality, represent real-time events, and attempt to recreate historical realities. Moreover, these games often introduce new fictional characters into social life, and they are distinguished by their educational, cultural, and sports-related aspects, making them suitable for all age groups.(Kouider, 2012, p. 65).

On another note, the CEO of the Entertainment Software Association, Gallagher, stated that the electronic gaming industry is one of the most important economic sectors, generating over \$25 billion annually in the United States alone(Al-Hudlaq, p. 05).

In light of this significant interest in electronic games, one might wonder about their effects on players, particularly on adolescents' health, values, behavior, language, and overall personality. Electronic games are a double-edged sword. Numerous studies have explored the benefits and drawbacks of these games and their impact. In this regard, an American study investigated the relationship between these games and changes in the brain regions responsible for attention, emotional intelligence, and self-control. Medical student Chi Son Green, who spent long hours playing fast-paced games, confirmed these results, suggesting that such games could be beneficial. They improve the brain's ability to process visual stimuli and allow players to track more objects simultaneously, enabling them to identify unnoticed targets in a visually chaotic environment. (Tapscott, 2015, p. 04).

From another perspective, fast-paced movement, bright colors, and engaging sounds in electronic games are decisive factors that attract children to play them. The interaction between the adolescent and the game during play, as well as the continuous progression from one level to the next, increases their attachment to the game to the point where addiction becomes a serious concern for adolescent health. This addiction can cause adolescents to lose track of time, making them unaware of its importance, and they may become aggressive and irritable when someone attempts to stop them from playing. The strong attachment to these games is evident across various age groups of adolescents, with many spending long hours playing without concern for time. This behavior is often neglected by

parents, who are unaware of the long-term physical and psychological risks these games pose.

Physically, such prolonged gameplay can lead to conditions like obesity, joint pain, and vision problems. Psychologically, it can foster tendencies towards violence, emotional numbness, and social withdrawal (Al-Ghamdi, pp. 2-4). For instance, 30% of obese adolescents are at risk of developing diabetes and are more likely to experience early strokes and heart attacks (As'id, 2024).

The global rise in obesity rates is primarily attributed to a sedentary lifestyle, with many individuals spending extended periods using these devices. A Japanese study indicated that adolescent obesity rates have increased by 77% over the past 20 years (Sabti, 2013, p. 05). According to Boston College, 60% of parents do not supervise their children's use of technology, and 75% of adolescents are allowed to use their phones in their bedrooms. As a result, 75% of adolescents suffer from sleep deprivation, which has negatively impacted their academic performance. (As'id, 2024, 02).

A recent study conducted by the School of Medicine at Indiana University in Pennsylvania suggests that computer game addiction could serve as a more enjoyable and familiar form of therapy for treating certain chronic diseases, such as cerebral palsy, multiple sclerosis, and stroke rehabilitation (Kouider, 2012, p. 144).

From the above, we can observe that electronic games are a double-edged sword. While they can provide significant benefits to children, the key goals they can achieve are summarized in the following points:

- Helping children understand computers and their capabilities, allowing them to benefit from their various services and applications.
- Developing adolescents' cognitive abilities and stimulating their skills for scientific reasoning and effective problem-solving.
- Equipping adolescents with essential skills needed to solve both simple and complex daily challenges.
- Providing entertainment, enjoyment, and fulfilling the natural psychological needs of play.
- Simplifying reality for children through simulation games, fostering a spirit of cooperation and healthy competition (Anwa, 2015, p. 217).

- Encouraging creative solutions, adaptability, and sparking reflection and thought.
- Enhancing memory and quick thinking while fostering initiative, planning, and logic.
- Playing electronic games is a productive activity, generating positive emotions and strengthening social relationships.
- Enabling the application of important opinions and ideas in real-life situations and events(Al-Hudlaq, p. 15).
- On the other hand, despite their benefits, electronic games are not free from a range of criticisms, which are notably summarized in the following points:
- Spending long hours on these games leads to neglecting studies, resulting in poor academic performance.
- Adolescents who play violent games tend to exhibit a strong inclination towards aggressive behavior in real life.
- They cause family problems, as the interaction between the adolescent and their family is less than that of an average adolescent.
- In many cases, adolescents become absorbed in the games and detached from the reality they live in.
- Weight gain and associated health issues, such as obesity-related diseases, are also common(Al-Shahrani, p. 67).

Despite the positive aspects of electronic games, their negative impacts prevail, as expressed by Clifford Hill, the scientific supervisor of the British Commission for Investigating the Problem of Games. He states, "Our children's innocence has been taken from us right before our eyes, with our help and even with our money. Even if all these game tapes were confiscated, it would be too late to prevent the growth of a generation practicing the most extreme forms of violence in contemporary history."

• **The Effects of Violent Combat Games on Society and Adolescents: PUBG as a Case Study**

The widespread popularity of electronic games and the increasing amount of time adolescents spend playing them has raised concerns among educators and academics regarding their psychological and social effects. This issue has sparked debate over the advantages and disadvantages of these games. Electronic games are not merely innocent entertainment; they are a form of media that convey encoded messages, with the sender using

them to achieve cultural, political, and religious goals (Kouider, 2012, p. 15).

There are many types of computer software games, but few are classified according to age groups. Some countries require vendors not to sell games intended for adults to adolescents, with legal consequences for non-compliance. Japan, for example, has made radical changes to its educational approaches, both at school and at home. Government-led public awareness campaigns aim to inform families about the dangers of adolescent attachment to these games, especially since most research has concluded that adolescents often fall victim to these games, leading to a deterioration in cognitive abilities. (Sabti, 2013, p. 08).

Many websites offer a wide variety of electronic games, and in general, these games can be categorized into several main types:

- Action games: These games primarily rely on hand-eye coordination rather than the content of the game, such as adventure games and fantasy aggression.
- Strategy games: These emphasize the importance of logical thinking and planning.
- Adventure games: These involve exploration and problem-solving.
- Role-playing games: Similar to adventure games, but instead of focusing on problem solving, they rely on the qualitative development of character traits. These games can often involve multiple players.
- Sports games: These resemble strategy games but focus on individual or team sports activities.
- Simulation games: These games recreate a specific subject or process in detail.
- Classic games: Many of these have been transformed into computerized versions, often serving educational purposes (Kouider, 2012, p. 119).

These electronic games target the adolescent's identity, making them feel like they are entering the world of adults and heroes. However, they have become a dangerous weapon in the hands of young people, instilling aggression and promoting violence, even to the point of murder. Evidence of this can be found in some recently developed and programmed games. When reviewing descriptions of these games, we encounter phrases such as: "Kill," "Screaming," "Blood bubbles," "Horror," "Death," and commands

like, "Blow up as many strangers as you can," "Shoot your friends," or "You killed him, that was so much fun(Anwa, 2015, p. 222)."

The impact of these games has led to extreme incidents, such as the case of a child in the UK who killed his classmate with an axe after being influenced by a game. The boy's father blamed violent electronic games for the incident(Sabti, 2013, p. 08).

By "violent electronic games," we specifically refer to those games in which adolescents seek to assert their identity. However, when excessive gaming occurs, it can escalate into organized battles between teenagers. One notable study that confirms this is Childhood Control by researcher Yan Levin, which revealed alarming facts about the amount of violence adolescents are exposed to while playing violent electronic games. The study also found that such games are a significant factor in increasing the rates of physical altercations among teenagers (Anwa, 2015, p. 223).

3- Analysis of PUBG Mobile as a Case Study

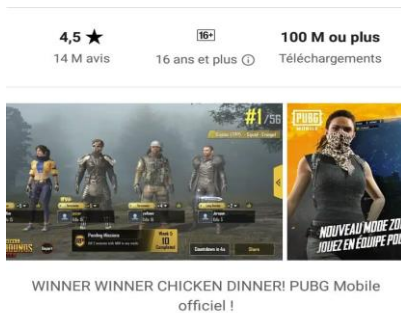
A –Definition of PUBG (PlayerUnknown's Battlegrounds)

PUBG, short for PlayerUnknown's Battlegrounds, is a massively multiplayer online game (MMO) and survival game that was officially released on March 23, 2017. In early 2018, two versions of the game were launched in collaboration with the company "Bluehole" to bring the game to smartphones, along with the development of the original version in Arabic.



PUBG Mobile quickly regained prominence in the gaming arena through the release of its mobile version. While the paid version for PC remains one of the best-selling games in history, it cannot compare to the mobile version, which has gained immense popularity among millions of players worldwide, especially in the Arab world(PUBG Arabic Website, 2025). It is one of the

most downloaded games, with over 500 million downloads on the Play Store alone.



PUBG is classified as a multiplayer game where players' motivations can vary. It can either be cooperative, where players team up against the computer, or competitive, where players compete individually or in teams against one another (Kouider, 2012, p. 140). In essence, the game consists of multiple battles where players from around the world compete online. In each match, 100 players land on a map filled with various tools and weapons, fighting each other until only one player or team remains victorious.

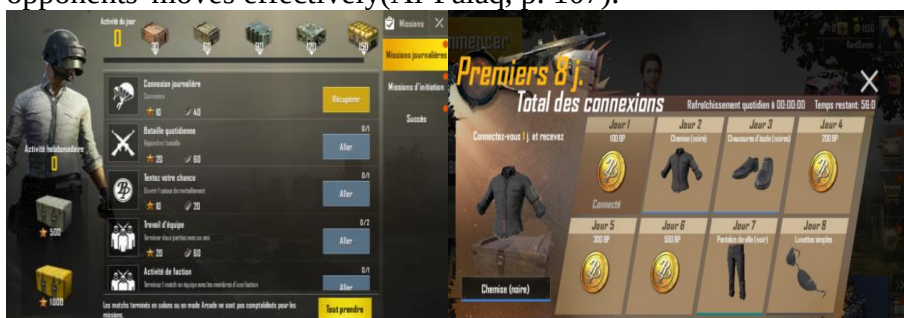
B–Game Concept.

In this type of game, the player takes on the role of a military commander. The concept is straightforward: it is a strategic shooting game similar in gameplay to *Counter-Strike*, but with a key difference—once you die in



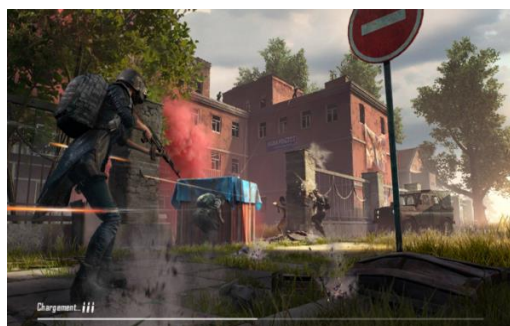
PUBG, you do not respawn; you are out of the match. Unlike other games where teams battle each other, in PUBG, you are in a match against every other player or team(PUBG Arabic Website, 2025).

To succeed, players must exploit the resources of territories, construct military buildings, and form battalions to invade competitors' lands. Therefore, the player needs to understand the strengths of the chosen army and develop strategies for both offense and defense, to anticipate or counter opponents' moves effectively(Al-Falaq, p. 107).



A typical PUBG match begins with players being dropped from an airplane onto the map, where they start collecting equipment, weapons, and various tools before engaging in combat with one another. As time passes, a shrinking circle appears, gradually contracting as more players are eliminated. The purpose of this circle is to keep players focused in the active play area, ensuring continuous combat. The last remaining player or team is declared the winner, with survival being the primary objective of the game, earning them a reward(PUBG Arabic Website, 2025).

The game also falls under the category of aggressive, combat-oriented



games, where the goal is to compete and win at all costs. Players in this genre strive to achieve predetermined objectives, experiencing enjoyment

from controlling the game's events or dominating the social dynamics surrounding it

C– Adolescents Between the Allure of PUBG and Violent Tendencies

There is strong evidence that adolescents who spend long periods playing electronic games, particularly violent ones, tend to experience a decline in their academic performance at school. These individuals often receive more negative evaluations compared to those who play less violent games or do not play at all(Al-Hudlaq, pp. 12-15).

A significant portion of electronic games focuses on entertainment through the act of killing others, destroying their property, and unjustly attacking them. These games teach adolescents the techniques and tricks of committing crimes, cultivating in their minds skills and tendencies toward violence and aggression, often leading to criminal behavior. These abilities are developed through repeated exposure and engagement with such electronic games.

In PUBG, for instance, adolescents are exposed to a vast array of



weapons. The game features more than 38 different types of weapons, ranging from non-firearm melee weapons like knives and machetes to various firearms, including pistols, shotguns, light and heavy machine guns, and, of course, sniper rifles(PUBG Arabic Website, 2025).

As players become accustomed to these weapons over time, they immerse themselves in a virtual world where they can choose from a wide array of weapons and master various methods of killing and torture. Studies have confirmed the dangers of this type of game for several reasons. The first and most critical is that the player abandons their real-world identity and enters a virtual space with different dimensions and rules. Here, players worldwide

gather in a space where their minds and emotions dwell, but their physical bodies remain absent.

This virtual world is without boundaries or geographic limitations, and once a player registers in one of these virtual realms, they feel the world is theirs, and the fantasy becomes their own. These computer-simulated environments, often rendered in two or three dimensions, closely resemble real life. Within these environments, the player is represented by an animated avatar, through which they interact with the surrounding virtual environment. (Al-Hudlaq, p. 12).

Although the game requires players to be over 16 years old to download it, this does not mean that only this age group engages in the game. In reality, players younger than the required age frequently play the game. Despite the challenges of downloading it, anyone can access and play the game once it is installed on a smartphone. Many younger players even install the game on their parent's phones and are allowed to play to meet the requirement of 100 players per match. It is common to see siblings competing in the game, recording videos, uploading them to YouTube, or using live-streaming features to broadcast their gameplay across various social media platforms.

D– Violent Games and PUBG: Impact on Adolescents

Violent games, including PUBG, tend to instill cowardice in adolescents while simultaneously reinforcing their will to express violence, aggression,



imitation, and laziness. These games can lead to pathological behaviors and conditions due to excessive attachment to such dangerous games. They also foster a tendency towards evil, aggression, and criminal behavior in the minds of young players, in addition to other learned behaviors resulting from exposure to diverse and provocative scenes.

When adolescents encounter challenges in their lives, their responses are often marked by violence. Research conducted in the West has demonstrated a link between a child's violent behavior and the violent scenes they experience in these games(Kouider, 2012, p. 145).

According to media reports, the impact of mobile games, particularly *PUBG*, has led to conflicts and even killings among players. Some religious scholars have issued fatwas (religious rulings) banning the game, arguing that it causes addiction and hostility. The game attracts players of all ages, as the presence of 100 real players in one place increases the thrill and entertainment. The in-game voice chat feature further adds to the fun (*PUBG Arabic Website*, 2025).

Within approximately 15 minutes—before the actual gameplay begins—a player is transformed from an individual leading an everyday life into a fighter on the battlefield, striving to survive and kill to stay in the game. The winner is the last player standing. Players immerse themselves in the game, retreating into a virtual fantasy world and isolating themselves in separate rooms away from family and friends to keep up with the game. As a result, they remain disconnected from society for hours, sometimes up to 12 hours or more. Some of the most significant risks posed by the game include:

- Promoting violence as a solution: The game leads players to believe that violence is the best way to defend themselves and achieve their goals. It eliminates other principles like communication, understanding, and peaceful dialogue, encouraging violence with various firearms and melee weapons to kill 99 opponents.
- Behavioral changes: Most players become irritable, bad-tempered, and increasingly isolated from society. They become overly focused on weapons and equipment found in the game.
- Impact on academic performance: Playing for extended hours, which is the nature of the game, affects the academic success of its players.
- Addiction and real-life imitation: Addiction to the game can push players to replicate in-game scenarios in real life, encouraging the use of weapons in social situations(Yassin, 2024).
- Moral and ethical concerns: Perhaps the most significant concern is the game's impact on moral and ethical values. *PUBG* includes elements that are far removed from religious and Islamic ethical principles. For instance, the players' semi-nude clothing, the ability to change outfits, and the overall game setting and accessories often carry dangerous symbolism. The use of highly sexualized language

and actions is also prominent. Players are sometimes required to perform specific actions to advance to the next level, such as having their avatar kiss or interact inappropriately with another avatar, often an immodestly dressed female character. These actions contradict Islamic values, especially considering that the game includes both male and female players from around the world.

Various media outlets have covered several incidents related to PUBG. For example, reports of murders emerged after a group of adolescents and young adults tried to imitate the game during a tourist trip in one of Iraq's provinces, according to a report by Kurdistan 24. The same report mentioned similar cases where police investigations linked the causes to PUBG addiction.

Studies also confirm that adolescents who play violent video games tend to develop more aggressive thoughts than others and exhibit less willingness to engage in socially helpful behaviors. Several studies have established a link between playing violent games and aggressive behavior, with recent research even indicating that adolescents may act aggressively after playing a violent game.(Kouider, 2012, p. 145).

We attempted to engage directly with players of electronic games, particularly PUBG, by downloading and playing the game ourselves. We interacted with players during the game and through their comments on social media platforms such as Facebook and YouTube, aiming to gain deeper insights through participant observation. One of the most notable observations was that players frequently used highly violent language to describe their state of mind while playing. Additionally, the length of the game was of little concern to them. In one Facebook comment, a player invited his friends to play with him after midnight, receiving enthusiastic responses despite mentioning that he had to attend high school early the following day.

This game has become an obsession for many players, leading them to spend long hours in front of their smartphone screens, inevitably affecting their future and various activities. Violent games like PUBG also foster feelings of frustration and cause various disturbances, in addition to familiarizing players with weapons and methods of killing, which may gradually increase their inclination towards violence over time.

E– Mechanisms for Protecting Adolescents from the Dangers of Electronic Games: PUBG as a Case Study

Adolescents and young adults' use of electronic games is a prime example of their entry into the world of technology. Playing computer games represents their initial contact with computers, and through gaming, they learn basic strategies and skills that help them navigate the virtual world. Additionally, electronic games can be used as educational tools to teach effective strategies and methods for learning school curricula. (Kouider, 2012, p. 147).

Thus, it is essential to explore mechanisms to counteract the negative effects of these games. Some of the key proposed mechanisms include:

- Parental monitoring and supervision: Families should guide their children in selecting appropriate games, avoiding violent ones, and setting limits on the duration and timing of gameplay. Parents need to establish a schedule for the time their children spend playing games or using the internet. Parents must also have effective tools for monitoring the electronic content their children engage with.
- Raising awareness among adolescents: Adolescents need to be educated about the dangers of electronic games and taught to engage with the real world as it is. Ignoring adolescents' attachment to electronic games or allowing them to play to reduce their energy or to take a break from parental responsibilities can quickly have a catastrophic impact on their mental health.
- Providing alternatives for addicted adolescents: If an adolescent is addicted to electronic games, it is essential to fill their time with meaningful activities that they find important and that distract them from these games.
- Consulting a psychological specialist: Parents should seek professional help if they notice that their children are excessively attached to electronic games (What is the PUBG Game? 2025).
- Implementing a game classification system: There should be a clear rating system for games to guide parents when purchasing or downloading them. Adolescents should also be made aware of the importance of respecting these classifications.
- Sharing information among parents: It is crucial for parents to exchange information about the games their children play to assist one another and increase their knowledge about the games.

These steps can help mitigate the negative influence of violent games like PUBG on adolescents while encouraging healthier engagement with the digital world (Kouider, 2012, p. 151).

Conclusion:

Undoubtedly, electronic games, in general, and mobile games, in particular, have become a phenomenon with significant social implications, demanding careful consideration from everyone. This is especially true when they involve a demographic that requires care and protection from all layers of society—our children. Today's children have carved out a new reality for themselves, shaped by the circumstances of our age.

Traditionally associated with childhood, the play has taken on new meanings and spaces. Adolescents find the enjoyment they have long sought in electronic games. These games provide them with endless entertainment, and through them, adolescents have enriched their intellectual and technical knowledge, acquiring skills and abilities that help them solve daily problems.

However, despite the positive aspects confirmed by various studies, it is undeniable that electronic games also have a darker side that places our children at risk, especially when the technology that allows access to these games is constantly at their fingertips. The ease of accessing electronic games through smartphones poses an additional threat, mainly when these games are inherently dangerous, such as violent games that promote aggression and hostility. Games like PUBG reinforce the notion that violence is the dominant language in society. The game's core principle—either kill all others in the game or die—embodies the brutal law of survival of the fittest, where the strongest is the most violent. This is a stark manifestation of the "law of the jungle," leaving players burdened with the game's stress, tension, and hostility, which they carry into their real lives.

The danger lies here, as players—whether children, adolescents, or young adults—become prisoners of these accumulated pressures, which inevitably reflect on their behavior towards others. It is, therefore, crucial to address the growing spread of this dangerous phenomenon by raising awareness among children and young people about the risks of such games, encouraging them to avoid playing them, and promoting healthier practices with other games by limiting playtime and duration. Respecting game classification guidelines and finding alternatives that fill our children's time with meaningful and beneficial activities is equally important.

While this paper has focused on the impact of violent games, such as PUBG, on children's behavior and their role in fostering criminal tendencies, further studies are needed to explore their effects on ethical and

moral values, as briefly touched upon in some of the points above.

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