



The virtual world of youth with gaming disorder

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Abstract

In these days, gaming disorder in children and teenagers occurs owing to their brain being addicted to the chemical that mediates pleasure. This chemical stimulates them to keep doing the same pleasurable activity over and over. Youth is vulnerable to gaming disorder since their brain development is still immature especially the part which functions the impulse control and reasoning. Gaming disorder in children and teenagers adversely affects their education and family relationship. It is because they tend to socially isolate and lock themselves in the virtual world of games. High challenging competition and strong bloody violence in the virtual world that gradually preach children and teenagers make them addicted to the brutal act of violence. Consequently, when any situation happens in real life, they are likely to use physical aggression to solve problems as seen in the news that these aggressions lead to fights causing injury even death.

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From the problem mentioned above, the artist was inspired to create a series of artworks imitating the virtual world of youth with gaming disorder. To raise awareness of this crucial situation, the artworks reflect the problem that needs to be solved by all involved sectors. The theory of Sigmund Freud's psychoanalysis was analyzed to find out the problem source. These mixed media sculptures picture the state of gaming disorder in a satirical and sarcastic way via the forms which the artist directly experiences. Yet, the artist has been trapped in the fantasy world, also known as "the virtual world" – a safe place for the artist to escape from reality.

From the life experience described above, the installation of "The virtual world of youth with gaming disorder" is to alert people about the violence of the gaming disorder children which affects oneself, family and can cause crime in present society.

Keywords : virtual world, game, youth with gaming disorder



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(Group sculpture Mixed Media)
(Installation Art)

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(Experimentalism)

(Behaviourism)

(Psychoanalytic theory)

(DADAISM)

Ryden) , (Alessandro Gallo) , (Teppeï Kaneuji) , (Hiroshi Fuji) , (Mark
Gal May Lucas & Karoline Hinz)

(Gaming Disorder)

(Gaming disorder)
Organization.2018)

(WHO)

(World Health

(World Health Organization.2018)



1.

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(2562)

3.

4.

(agoraphobia)

(2562)

(**Experimentalism**)
(Primary experience)

(John Dewey, 1997)
(Secondary experience)

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(Do

(Undergo)

(**Behaviorism/Behaviourism**)

(An Contemporary Phychologist)
(interaction)

(Albert Bandura, 1986)

(Person)

(Environment)

(Learning Through Modeling)

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2 (Psychoanalytic theory) (Instinct Theory)
 (Physiological energy) (Psychic energy)
 (Aggressive Instinct of Death Instinct of Mortido)

“ Walter
 ” (Cannon,
 Walter.1932)

(Defense mechanism)
 (Escapist)
 J,1994) Frode Stenseng, Volkmann, Leslie

Escapist

Escapist

“ ”

Ego) (Insight) (Id) (SuperEgo) (
 Ego (Defense mechanism)



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(Defense mechanism)

(DADAISM)

AVANT-GARDE

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1914-1918

(William Vaughan, 2000)

(ARTISTIC MOVEMENT:

DESIGNER)

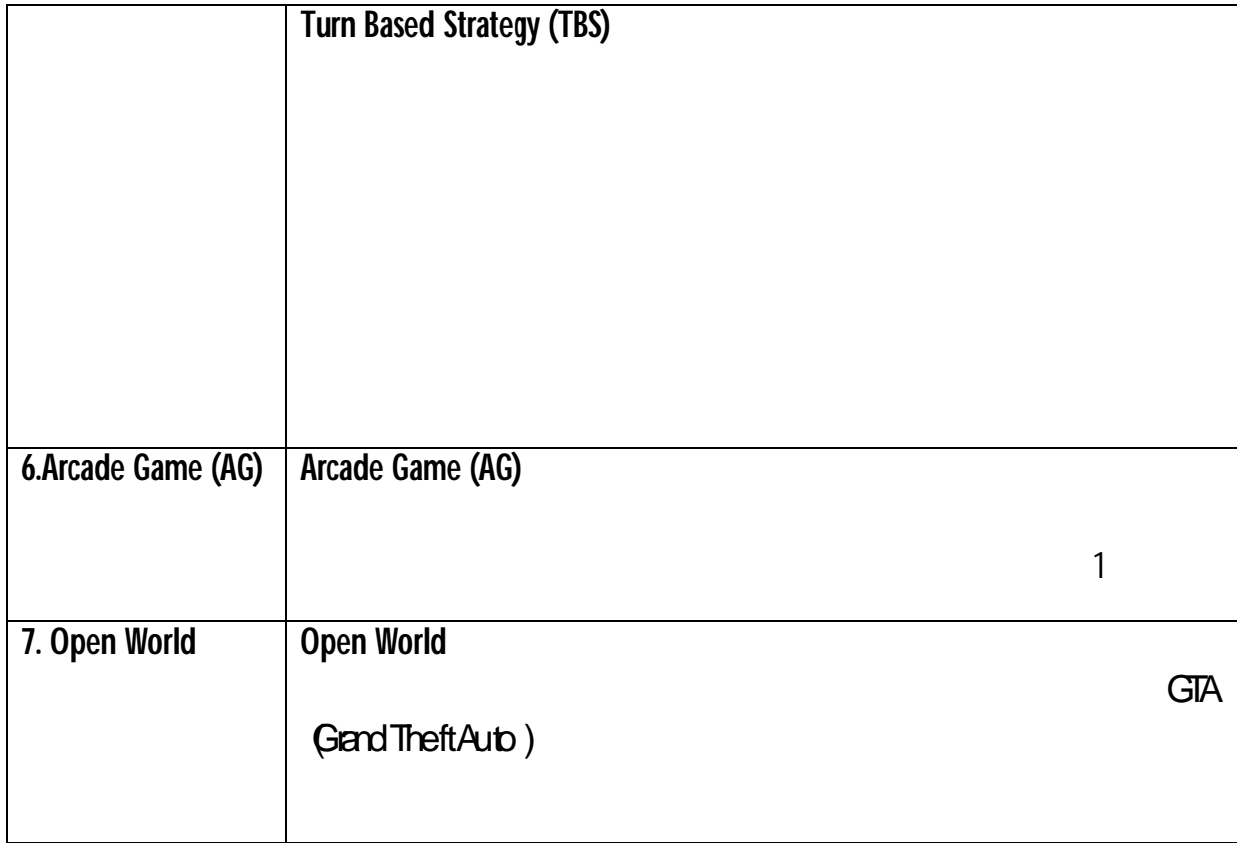
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1. (Action Game)	(FPS : First-Person Shooter)
	(TPS : Third-person shooter)
	(FPS Tactical : First-Person Shooter Tactical) FPS/TPS Battle Royal (Solo), (Duo), (Squad)
	(Platformer Game) (2D)
	(SB : Stealth-based game)



	(AA : Action Adventure)
2.	Massive Multiplayer Online (MMORPG) RPG
(RPG : Role-Playing Game)	
(Avatar)	Action Role-Playing Game (AR)
(EXP/ Experience)	Simulation RPG (SR) RPG RPG Turn Based Strategy (TBS) Tactical Role-playing Game (Tactical RPG)
3.	Adventure Game (AG)
Adventure Game (AG)	
4.	Simulation Game (SG)
Simulation Game (SG)	
5.	(ARTS : Action real-time strategy / MOBA : Multiplayer Online Battle Arena) (Skill)
(Strategy Game)	(AI)



5

(Metro)



1 : Alessandro Gallo, 28 (Alessandro Gallo) TURKEY VULTURE (Turkey Vulture)
2562 <https://artaxis.org/alessandro-gallo/>

5. (Teppei Kaneuji)
(Teppei Kaneuji) 2519
(Manga)

(Resin Polyester)

Teenage Fan Club (2015)





2 (Teppei Kaneuji) Teenage Fan Club (#66-72), 2015
: Teppei Kaneuji, 28 2562 <http://playtime.pem.org/teppe-kaneuji/>

6. (Mark Ryden)
(Mark Ryden) 2506 (lowbrow art) (pop
surrealism)

(MeatDress)



3 (Mark Ryden) Meat Dress, 2009
: Mark Ryden, 26 2562 <https://www.spankystokes.com/2016/12/mark-rydens-wood-meat-dress-sculpture.html>

7. (Hiroshi Fuji)
(Hiroshi Fuji) 2503
150

5000



(Installaion Art)



23 : (Hiroshi Fuji)
10 2562

8.

(Gali May Lucas) (Gali May Lucas & Karoline Hinz)
(light sculpture) Design Bridge
Amsterdam Light Festival (Karoline Hinz)

(UV) (Blue light)



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Absorbed by light,2019



: Absorbed by light,

26

2562

<https://arrestedmotion.com/2018/12/showing-absorbed-by-light-amsterdam-light-festival/>

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(Group sculpture Mixed Media)
(Installation Art)

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(Experimentalism)

Behaviorism/Behaviourism)

Psychoanalytic theory)

energy)

(Psychic energy)

(Gaming Disorder)

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(Physiological



(World Health Organization.2018

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