1) Group Details

School Name :	Keming Primary School
Group Name:	KMPS Inventors Team 1
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2) Project Overview / Problem Statement

- Descriptions of the issue to be addressed.

Greater access to electronic devices and the Internet resulted in a significantly increased risk of game addiction among students. Isolation and lock-down during Covid-19 has also contributed to the rise in game addiction.

Game addiction has adverse effects on academic performance, mental health and overall well-being[i]. It could lead to various physical and emotional problems, including neglecting studies, disrupted schedules, vision problems and other health issues. Game addiction could also lead to emotional issues such as depression, anxiety, social isolation, aggression, mood swings, and negative thoughts[ii].

The impact on students' overall well-being, academic performance, and interpersonal relationships due to game addiction could be severe, hence it is crucial to address this issue[iii].

Our design project aims to addresses the challenges faced by students who are at risk of or already struggling with game addiction. The aim is to provide interventions to support these students to cultivate healthier habits and reduce the negative impacts of game addiction on their mental and physical health. Additionally, the solution can

also be used by parents and educators who play a crucial role in identifying and addressing game addiction among students.

3) Research Findings / Current Solutions

- Descriptions of how the problem is currently being addressed.

There are several current solutions available to help students with Game addiction.

Current Solution 1	Internet/Gaming - Internet Addiction Test (IAT)
Strength	Raise self-awareness. Self-Assessment tool for individuals to find out whether they are experiencing game addiction.
Shortcoming	Not everyone can afford to pay for the screening test.
Website link	https://www.nams.sg/helpseekers/internet-and-gaming/Pages/self-assessment-tool.aspx
Current Solution 2	Parental-Control App
Strength	Parents can set a daily time allowance for playing games.
Shortcoming	Will not be able to function is wifi is down.
Website link	https://www.bath.ac.uk/announcements/new-device-could-help-tackle-gaming-addiction/
Current Solution 3	Therapy and Counselling
Strength	Teach individual how to manage gaming behaviours.
Shortcoming	Require cost and time
Website link	https://www.webmd.com/mental-health/addiction/video-game-addiction

4) Proposed Solution

Our proposed solution to use Scratch to create an animation or educational game to educate students on game addiction. It has features to suggest ways to help those who are experiencing game addiction. It is easy and convenient for students to access.


This game is supposed to stop gaming addiction by showing messages of care to the users and maybe convince them to stop gaming for a while or even stop for a week or a month.

The hompage includes instructions on instructions for the game.

To play the game, the user has to press the space bar to jump over the eggs. It is not easy to win the game. When the user lose the game, there will be a reminder to stop playing the game. We hope that this game can eventually stop gaming addiction or the risk of getting it.
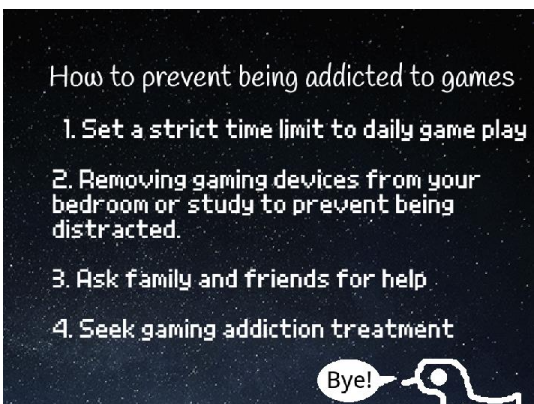
Examples of messages which the user will see. Parents and educators may also use to help those with gaming addiction.

5) Prototype

work-in-progress

https://scratch.mit.edu/projects/878132796

i https://fass.nus.edu.sg/srn/2022/06/23/effects-of-digital-gaming-among-children-and-adolescents-in-singapore-a-summary-of-research-findings/
ii https://www.nams.sg/helpseekers/internet-and-gaming/Pages/Signs%20and%20Symptoms.aspx
iii https://www.healthhub.sg/live-healthy/178/stuckintheweb