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Gaming Escapism: Unveiling the Dark Side of Virtual Worlds

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As video games have grown into a dominant form of entertainment and an integral part of modern culture, the phenomenon of gaming escapism has come to the forefront. This abstract explores the darker aspects of virtual worlds and the psychological, social, and cultural implications associated with immersive gaming experiences. It delves into the ways in which individuals may use video games as a means of escape from reality, the potential consequences of such escapism, and the blurred boundaries between the virtual and real world. The abstract also discusses the role of game design, community dynamics, and the impact on mental health. By shedding light on the dark side of virtual worlds, this exploration seeks to enhance our understanding of the complexities surrounding gaming escapism and its influence on individuals and society.

Biography:

Waralak Vongdoiwang Siricharoen is lecturer and Assistant Professor of Faculty of Information and Communication Technology,SilpakornUniversity She received her master degree in Business Administration with Computer Information Systems Certificate in 1999 from University of Southern New Hampshire (New Hampshire College), NH, USA. And she received her Doctoral Degree of Technical Science in 2005 from Asian Institute of Technology (AIT), Thailand. Her previous works focus on creating the object models from ontologies. Her works have been reported in peer-reviewed papers published in international journals, conference proceedings, and books. Her research area specialists are ontologies, database technology, software engineering, object oriented, human computer interaction, etc.