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Youth School of Social Media Safety Leaders

Cooperation for innovation and the exchange of good practices
Strategic partnerships in the youth sector

„Project funded under the European Union Erasmus+ program”





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“What kind of dangers the Virtual Worlds Hide: Second Life, World of Warcraft, RuneScape”

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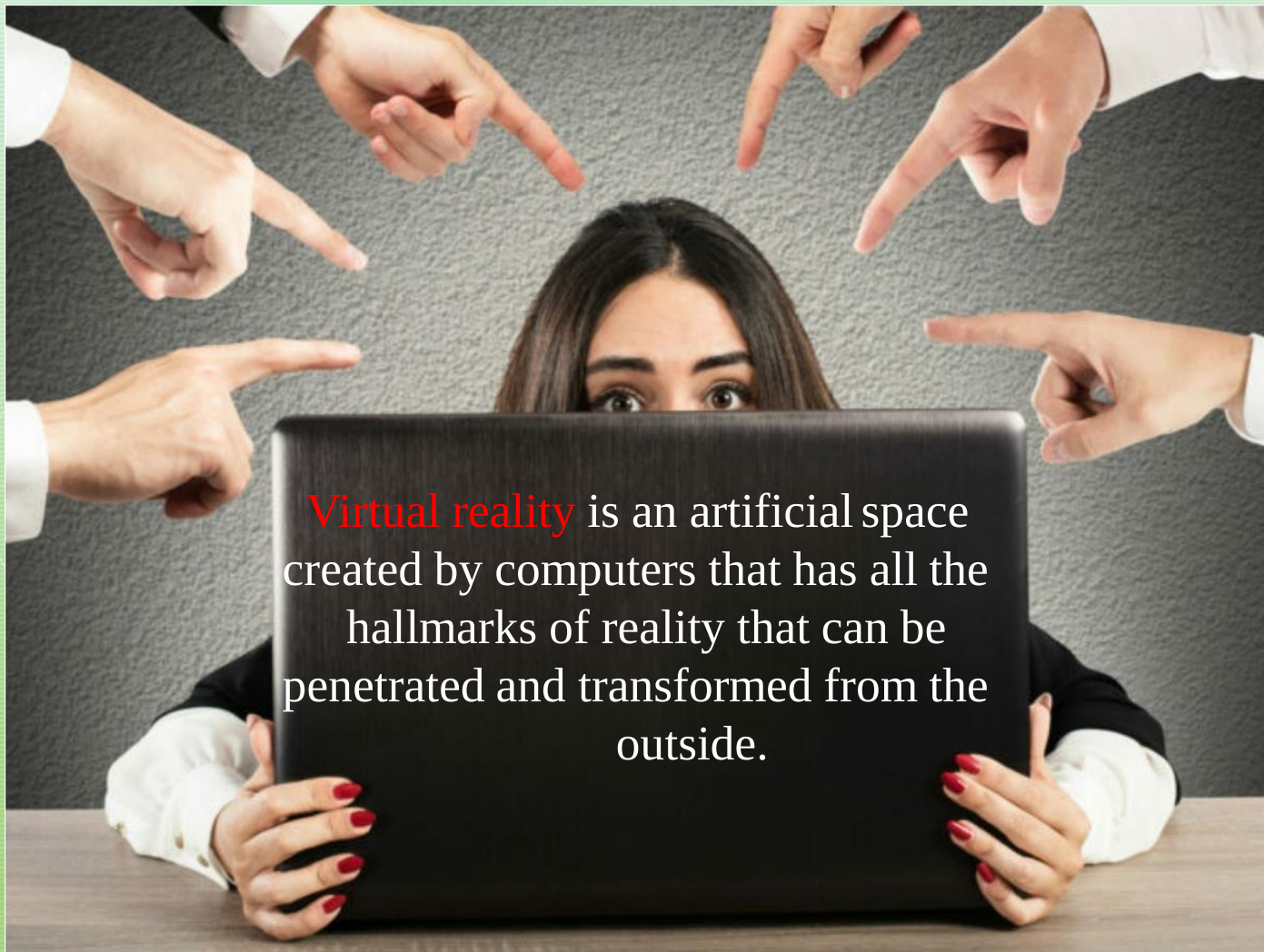
We live in a time of active development of information technologies. Among all the variety of innovative developments, a big place is occupied by virtual reality technology, which is predicted to become the new mass "drug" of the 21st century. Virtual reality provides users with many possibilities that cannot be realized in reality. But at the same time, virtual reality also hides the real dangers.





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The problems of virtuality became relevant in the late twentieth century, when computer technologies and devices capable of reproducing the virtual world began to actively develop.

One of the main problems is gambling.

Playing games (Latin ludus – a game)- is too much passion for computer or gambling.





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Second Life

This virtual world was launched in 2003.



Founder
Philip Rosedale

1 million active users
up to 50,000 users at a time
15 million registered users





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SECOND LIFE IS NOT SO MUCH A GAME IN THE ORDINARY SENSE AS A VIRTUAL SPACE WITH CERTAIN PROPERTIES





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Second Life

In Second Life, the residents themselves create environmental content: clothing, homes, cars and more.





Education and corporate programs Second Life

Many universities and companies use Second Life to study, including Harvard and Oxford Universities. In 2007, Second Life was used as a place to learn foreign languages.





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World of Warcraft



**Made
by the
company
Blizzard**

more than 10 million active subscribers





World of Warcraft - multiplayer online role playing game



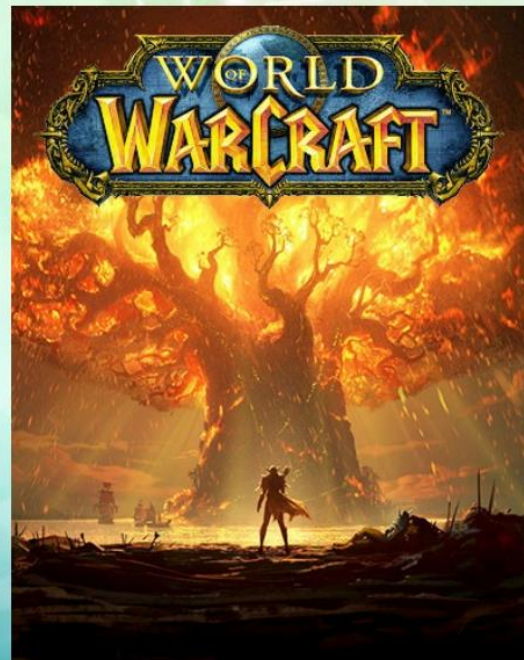
According to the Guinness Book of World Records, World of Warcraft is the most popular MMORPG in the world.





World of Warcraft

Unlike the previous Warcraft games, this game is not a real-time strategy game, but a multiplayer online game. World of Warcraft allows the player to dive into the world of Warcraft by taking on the role of the chosen character. Everyone sets the goals of the game for himself.





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RuneScape

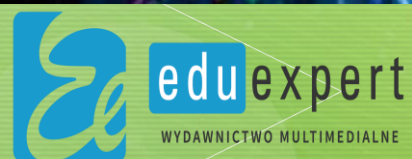
Runescape is a massively multiplayer online role-playing game (MMORPG) developed by Jagex Ltd.





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What a danger the virtual world hides

One of the problems of exchanging real life for the virtual is human degradation. During the game, the person works only the visual and motor nerves, which leads to a decrease in mental activity. In Japan, analysis of the brain rhythms of 240 people aged 6 to 29 who are fond of virtual games, found that the activity of the cerebral cortex, which is responsible for emotional and creative ability, is almost zero. That is, the human brain degrades in terms of mental and creative activity.





What a danger the virtual world hides

Internet addiction is another serious problem in today's society. This problem is especially relevant for the generation that grew up at the junction of the XX and XXI centuries, for those who were the first full-fledged users of virtual space since childhood.





Psychologists identify such stages of dependence

Stage of light capture

Capture stage

Dependency stage



You don't want to be agamer

- Cannot play during depression, with serious changes in life.
- Do not play when you are acutely lonely. Players are bad interlocutors.
- Much reduce the risk of passion for the game interesting life, knowledge, understanding that alcohol, drugs and excess games are all one chain, the end point of which is complete self-destruction of the individual



CONCLUSION

The virtual world has a lot of troubles. Virtual reality is one of the main problems of our time. This is due to the development of technology, economic crisis, social degradation and glut of information world.

Virtual games, by providing a ready-made format, inhibit the development of imagination, imaginative thinking: pictures, moving objects, natural images hinder the flight of the child's imagination. The real game involves "thinking" of the game situation, the use of imagination.

The virtual world has no spatial boundaries, it has access to any degree of freedom of social framework, anonymity, the ability to play different roles, different lives.



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