The development of portable video game consoles. PSP & NDS
Group members list

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Introduction

Every day, we can see many students, adults playing with their portable video game consoles on a bus, train and even on the street. During the past ten years (1997-2006), portable video game consoles are being updated rapidly. GameBoyColor, GameBoyAdvance, GameBoy SP, Nintendo DS, PSP, GameBoy Micro and Nintendo DS Lite have become very popular. They are very advanced electronic consoles. To invent them and to improve them, many companies need to pay a huge amount of money on updating them. Of course, the companies in turn have earned a lot of money. At the same time, portable video game consoles have been getting more popular, approximately, every two children has got a portable video game console. Game console companies have got a lot of opportunities to earn money and unavoidably they face keen competition in local markets as well as in international markets.

Yet, students have encountered many problems. Many students play with their portable video game console and neglect their studies. They play their games for many hours and some seem addicted. As a result, the future of many students has been adversely affected. Some students’ eyesight shows deterioration and many teenagers need to wear glasses. On the other hand, many parents cannot be good models. They play with video games and some even buy many games to their children. The relationship between parents and children has become worse because they do not have to communicate at all!

In order to find out how to solve the above-mentioned problems, we start to do our project. We read many newspaper articles about the problems brought by video games. We want to know more about this phenomenon by doing this project. We want to see what can be done to stop the situation from getting worse.
Aims to the project

1. Predict the trend of video games in the 10 years to come:
   We want to find out if video games can remain popular in the 10 years to come. We want to know if the trend will continue or not.

2. Find out the positive and negative effects that video games bring to students:
   We want to find out what positive effects and negative effects can be brought by video games by doing this project. We want to find out the negative effects and advise students to avoid them.

3. Find out why students play or get addicted to video games:
   As we can see that many students are playing video games in the street, on public transport, for example, MTR, KCR, LRT. We want to find out why students do so.

4. Suggest ways to solve the problems brought by video games:
   Video games have brought students some problems. We want to suggest some ways to help students solve the problems brought by video games.

5. To help students think in a critical way:
   In the project, we try to look at the issue from different perspectives. This thinking approach can help us to acquire critical thinking skills.

The 5 aims have been reasonably explained!

You have explained the aims and given a clear focus to the readers, too! Good!
Interview

Aims: To find out students’ state of addiction to portable video game console.

1. What harmful effects do you think teenagers will face if the number of teenagers (aged 12-14 by our standard) who get addicted to portable video game console has been increasing?

2. How do you counsel students who are addicted to portable video game console?

3. In our school, have you ever seen someone who is addicted to portable video game console?

4. What can you suggest to prevent lots of people from adding to play portable video game console?

5. If you were the students who are addicted to portable video game console, what will you do to get rid of this addiction?
Date: 6 Mar 2008
Interviewers: Peggy (P), Cheryl (C)
Interviewee: Miss Hui Chun Chun (H) (School social worker)

P: Have you ever seen any students getting addicted to play video games? Is it common?
H: Yes, before deciding if it is common, we need to set up the definition of addiction. People have different definitions for ‘addiction’.
C: Can you talk about those cases?
H: The main characters in the cases are always F1 students. They may play video games for 3 to 4 hours. They do not think there is any problem but their parents think so.
P: Can you give some suggestions to them?
H: Before I give suggestions to them, I will ask them some questions to understand them first. If, besides playing video games, they also have enough extracurricular activities and can handle their homework, I think this may not be a very big problem.
C: Can those students improve their situation after talking to you?
H: I will let them know what they should enjoy while playing video games, e.g. feed contented, feel that they can win.
P: What is your feeling when you see students getting addicted to video games?
H: I feel hurt. It is because students should be powerful all the time. They should be very active. If they are addicted to video games, it is a pity.
C: Do you think students should play video games?
H: The most important thing is they have to control themselves. If they can, I think playing video games is not a very serious problem. Playing video games can help them reduce stress.

Conclusion:

After this interview, we know that we need to have a clear definition of “addiction” first. We should let students know that they are doing something wrong. Then, students can have suitable action to correct it. Besides playing video games to relax, students should also have enough extracurricular activities and handle their school work well. We can conclude that if students can have ability to control themselves, playing video games will not become a big problem.
Date: 4th March, 2008
Venue: SKH Lam Kau Mow Secondary School
Interviewee: Mr Yip (Discipline Teacher)
Interviewer: Ming

1. Ming: What harmful effects do you think if the number of teenagers (aged 12-14) will face if they have become addicted to portable video games?
Mr Yip: There is no problem if teenagers play any video games within a suitable period of time for recreation. However, if teenagers are addicted to portable video games they may lose their control and their opportunities to learn. They may not be able to focus on their studies.

2. Ming: How do you counsel the students who are addicted to portable video games?
Mr Yip: To stop their addiction, I will let them play continuously but I will reduce the time for them to play in order to reduce their intensity of addiction. It is like a recovery program.

3. Ming: In our school, have you ever seen someone who have become addicted to portable video games?
Mr Yip: Yes of course, especially Form 2 students. I can see the same phenomenon every year.

4. Ming: Can you suggest some ways to help teenagers to stop getting addicted to portable video games?
Mr Yip: I think parents and teachers are really essential.

5. Ming: If you were one of the students who has become addicted to portable video games, what would you do to free yourself from the addiction?
Mr Yip: If I were one of the students who have become obsessed by portable video games, I would wait for the time when I could feel less obsessed by portable video games. I will feel bored when I can control these kinds of video games and when I am invincible and unbeatable in the games because teenagers just want to get satisfaction from their victory in the video games as that feeling of victory is what they need in real life.
Date: 6Mar2008
Interviewer: Chan Muk Ying (Ben)
Interviewee: Mr Wong Hin Chung (Ken)

Ben: What harmful effects do you think teenagers will face if the number of teenagers (aged 12-14 by our standard) who are addicted to portable video game console has been increasing?
Ken: I think it will affect the brains of students. The video games will make people feel excited for a long period. As a result, the academic results of the students will be badly affected and the career will be affected too.
Ben: How do you counsel students who are addicted to portable video game console?
Ken: I will advise them to reduce the time of playing video games gradually in order to get them out of the addiction. I think this method can help the students a lot.
Ben: In our school, have you ever seen someone who is addicted to portable video game console?
Ken: Yes, I have seen many and most of them are in F.3. I think they are under much pressure and so they want to relax by playing video games.
Ben: What can you suggest to prevent people from getting addicted to portable video game console?
Ken: I think the government can reduce the promotion of video games and increase the taxation on portable video game consoles. For individuals, students, set a time table to control themselves not to play video games too often and far too long.
Ben: If you were the students who are addicted to portable video game console, what will you do to get out of this addiction?
Ken: If I were the student who is addicted to portable video game console, I will cultivate new hobbies and let my parents lock my video game console. I think these are effective methods for me.

Conclusion:
From the interview, we find that many people are addicted to portable video game consoles. It affects their brain, their academic results and even careers. Indeed, there are many methods to solve the problems. For example, we can set a time table and cultivate more hobbies. For the government, Mr Ken Wong has suggested the government should reduce the promotion of video games and increase the taxation on portable video game consoles. Hopefully, we can prevent teenagers from getting addicted to portable video games.

* Ken Wong has given very constructive suggestions!
Questionnaire 1

Questionnaire for SKH Lam Kau Mow Secondary School
Date: 12Feb, 2008
No. of interviewees: 100
Venue: SKH Lam Kau Mow Secondary School
Targets: SKH Lam Kau Mow Secondary School- students

1. How much time do you spend on playing portable video games per day?
☐ Less than an hour  ☐ 1-3 hours  ☐ 3 hours or above

2. Why are you willing to spend time on playing video games?
☐ For entertainment  ☐ For satisfaction  ☐ Seek a sense of excitement

3. Which kind of video games do you like best?
☐ Fighting  ☐ RPG  ☐ Imitative game  ☐ Others

4. What kind of portable video games do you like?
☐ PSP  ☐ PS2  ☐ NDSL  ☐ Others

5. Why do you play video games for the first time?
☐ Trend  ☐ Recommended by others  ☐ Others

6. How long have you started playing video games?
☐ Dislike  ☐ Within 2 years  ☐ 2-5 years  ☐ Over 5 years

7. Do you think playing video games will affect your life?
☐ Yes  ☐ No

8. What effects do you think playing video games can bring?
☐ Bad academic results  ☐ Hurt the eyes  ☐ Make more friends

9. If you can use an activity to replace playing video games, what will you use?
☐ Outdoor activities  ☐ Indoor activities  ☐ Go to churches
☐ Chat with family members
Questionnaire 2

To understand the

Objectives: The sale of video games in Golden Computer Arcade and Sino Centre

1. On average, how many people have bought a portable video game console per day?
   □ 5-10   □ 11-25   □ 25 or above

2. Which group of people tends to buy portable game consoles most?
   □ Children   □ Adult   □ Elderly

3. Which portable video game console do people buy most?
   □ PSP   □ NDSL

4. Do you think selling portable video game consoles can make people rich?
   □ Yes   □ No

5. Do you want to see some new games in the market?
   □ Yes   □ No
# Experiment

<table>
<thead>
<tr>
<th></th>
<th>Mr. Lee</th>
<th>Mr. Chung</th>
<th>Mr. Wong</th>
<th>Mr. Chan</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heart pressure before playing PSP</td>
<td>108/74</td>
<td>126/84</td>
<td>122/67</td>
<td>115/80</td>
</tr>
<tr>
<td>Heartbeat before playing PSP</td>
<td>80</td>
<td>96</td>
<td>79</td>
<td>76</td>
</tr>
<tr>
<td>Heart pressure after playing PSP</td>
<td>113/85</td>
<td>142/103</td>
<td>131/96</td>
<td>118/90</td>
</tr>
<tr>
<td>Heartbeat after playing PSP</td>
<td>95</td>
<td>106</td>
<td>81</td>
<td>93</td>
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Nowadays, many people play PSP and NDS all the time. We want to know if it is harmful to people. So we have done an experiment to observe the change before and after playing PSP.

**Process:**

1. Measure the heart pressure and heartbeat
2. Play PSP for 30 mins
   - Take photos and videos
   - Observe the change of facial and emotional expression
     → physical aspect and psychological aspect
   - Take photos and videos
3. Measure the heart pressure and heartbeat again
4. Compare the data
5. Conclude the results
Physical aspect:
- Blood pressure and heartbeat rise
- Eyes dilated
- Smile/laugh/scream/dance
- Shout/say foul language/hit the others if they lose the game
- Feel dizzy often they have played for a period of time

Psychological aspects:
- Feel excited
- Conscientious
- Anxious when they played at a critical point
- Feel addicted to the game
- Conclusion:

We can conclude from the above information that while playing PSP, students could not control both their positive and negative emotions. If they play for a longer and continuous period, they will feel dizzy and have blurred vision. It means that if students play PSP for a long time, they will have harmful effects. Therefore, we suggest that students should only play PSP a short period of time but not in a period of long time. You should also rest for a while after playing PSP, to relax your eyes.

Good conclusion!
Observation

Venue: Golden Computer Arcade

Date: 2/11/2007

This photo was taken in Golden Computer Arcade. It shows the wide range of products PSP & NDSL.

This photo was taken in Golden Computer Arcade. It shows that there were many customers in the shopping arcade. They went there to buy video games --- PSP & NDSL.
This photo was taken in Golden Computer Arcade.
It shows that many people were shopping there and they were buying video games there.

This photo was taken in Golden Computer Arcade.
It shows the products inside the video game shop and many people went to see the products.
This photo was taken in Golden Computer Arcade. It shows that there were many shoppers in Golden Computer Arcade and they went into different shops to buy the trendiest games.

This photo was taken in Golden Computer Arcade. It shows the products of PSP & NDSL.
This photo was taken in Golden Computer Arcade. It shows that many shoppers were hunting for their favorite video games.

This photo was taken in Golden Computer Arcade. Many PSP & NDSL were displayed in the show windows in the video game shops.
This photo was taken in Sino Centre.

It shows that the game shop sells many different kinds of portable video game consoles which are colourful and beautifully-packaged.

Yes!
You are right!
It means business!
This photo was taken in Sino Centre.

It shows that the shopkeeper

is also playing video games.

This photo was taken in Sino Centre.

It shows there are many different bags for portable video game consoles. These related products can also help shop owners to earn a lot of money. Parents will not hesitate to buy these related products to their children.
This photo was taken in Sino Centre. It shows that the game company will design some posters to attract customers. It is a good way to boost the sale of portable video games.

This photo was taken in Sino Centre. It shows that the game shops are always crowded with customers. The customers are very willing to buy the newest video games. They don't spend much time thinking whether to buy or not. They are very ready to buy video games.
This photo was taken in Sino Centre in Mongkok. It shows that many related products besides portable video game consoles and games, are sold. They can help the shop owners to earn a lot of money.

This photo was taken in Sino Centre. It shows there are many different types of video games for customers to choose. The shop is very full. And the flow of customers is fast. Many shoppers buy video games while some are just window-shopping.
This photo was taken in Tai Wai MTR station. It shows people playing portable video games with a fashionable console all the way while waiting for their turn to get on the van.

This photo was taken on the MTR. It shows a man playing PSP when he is on the MTR.
These photos were taken in a restaurant. They show that children are also interested in playing portable video games with very beautifully-designed consoles. They feel happy when they are playing video games. Their parents can leave them alone.
Data Presentation and Data Analysis
Date: 12Feb, 2008
Number of interviewees: 100
Venue: SKH Lam Kau Mow Secondary School
Targets: students of SKH Lam Kau Mow Secondary School

How much time do you spend on playing portable video game console?

- 54% of the interviewees play video games for less than 1 hour per day.
- 43% of the interviewees play video games for 1-3 hours per day.

Why are you willing to spend time on playing games?

- 59% of the interviewees play video games for entertainment.
- 17% of the interviewees get satisfaction from video games.
- Only 9% seek a sense of excitement from video games.
- Others

It shows that many interviewees do not have other activities. They just play and play video games for entertainment. Only 17% of the interviewees get satisfaction from video games.
Which kinds of video games do you like?

- Fighting: 27%
- RPG: 11%
- Imitative game: 35%
- Others: 27%

It shows that RPG is the most popular video game as 35% of the interviewees have chosen RPG. 27% of the interviewees have chosen Imitative Game and 27% have chosen others. The “Others” must have been some new video games not listed in the questionnaire.

What kind of portable video game console do you like?

- PSP: 20%
- PS2: 20%
- NDSL: 38%
- Others: 22%

38% of the interviewees have chosen NDSL. It shows that NDSL is more popular than PSP and PS2. It may be more “trendy” among teenagers! However, 20% of the interviewees have chosen “others”! The “others” may have been newer games.
Why do you play video games for the first time?

- Trend: 25%
- Recommended by others: 39%
- Others: 39%

It shows that 39% of the interviewees play video games to suit the trend while 36% have been recommended by others to play video games for the first time. Hence, about 75% of the interviewees play video games for the first time because of external factors rather than their own motivation. However, 25% of the interviewees have other reasons when playing video games for the first time.

How long have you started playing video games?

- Dislike: 23%
- Within two years: 34%
- 2-5 years: 15%
- Over 5 years: 28%

The pie chart shows that 34% of the students interviewed have developed the habit of playing video games for over 5 years. 23% of the students interviewed have developed the habit of playing video games for 2-5 years.
Do you think playing video games will affect your life?

From the pie chart, we can see that 57% of the interviewees think that playing video games will affect their lives. However, 43% of the interviewees do not think that video games will affect their lives. Hence, slightly more than half of the interviewees think that video games can affect their lives.

What effects do you think playing video games can bring?

39% of the interviewees think that "hurting their eyes" is the most prominent effect of playing video games while 34% of the interviewees think that "Bad academic result" is the second most prominent effect.
If you can use an activity to replace playing video games, what will you use?

71% of the interviewees think that outdoor activities can replace video games if they can choose an activity to replace video games. 11% of the interviewees think that indoor activities will replace video games if they can choose an activity to replace video games.
Data Presentation and Data Analysis

Date: 2Nov, 2007
Number of interviewees: 10
Venue: Golden Arcade

Objectives: To understand the

Targets: The sale of video games in Golden Computer Arcade

On average, how many people have bought a portable video game console?

- 5-10: 20%
- 11-25: 0%
- 25 or above: 80%

80% of the shop owners have replied that 5-10 portable video game consoles have been sold per day. It shows that more and more people like to buy portable video games. 20% of the shop owners have 11-25 customers but 80% have 5-10 customers a day.

Which group of people tends to buy the portable video game console most?

- children: 0%
- adult: 30%
- elderly: 70%

This chart shows that the elderly don’t like to buy or play portable video games. 70% of the buyers are adults, 30% are children.
Which portable video game console do people buy most?

This chart shows that 60% of the interviewees choose to buy PSP while 40% choose to buy NDSL. So we know that PSP is more popular than NDSL.

Do you think selling the portable video game console can make people rich?

It shows that 70% of the interviewees think selling portable game consoles cannot make people rich because they are not the game shop owners or video game producers.

Oh! Yes! They are just working there!
Do you want to see some new games in the market?

This chart shows that many people like to play portable video games and 60% of the interviewees will buy new games, so the people selling portable video games can earn a lot of money.
Data Presentation and Data Analysis
Date: 8Nov, 2007
Number of interviewees: 10
Venue: Sino Centre
Targets: The sale of video games in Sino Centre

On average, how many people have bought a portable video game console?

- 25%
- 0%
- 0%
- 75%

After the questionnaire, we find that 75% of game shops sold 25 or above portable video game consoles on average and 25% of game shops sold 11-25 portable video game consoles but no game shop will sell less than 25 video game consoles.

Which group of people tends to buy the portable video game console most?

- 67%
- 33%
- 0%

After the questionnaire, we find that 67% of buyers are adults and 33% are children but no elderly will buy the portable video games.
Which portable video game console do people buy most?

- PSP: 57%
- NDSL: 43%

After the questionnaire, we find that 57% of buyers will buy NDSL and only 43% of buyers will buy PSP. It means that the game shop will sell more NDSL than PSP.

Do you think selling the portable video game console can make people rich?

- Yes: 0%
- No: 100%

After the questionnaire, we find that 100% of game shop owners think selling portable video games can make people rich.
Do you want to see some new games in the market?

After the questionnaire, we find that 100% of game shop owners want more new games to be sold in the market in order to make more profits.

Conclusion:

Nowadays, the demand for portable video games has been increasing rapidly. They have become popular. Therefore, the video game shops will import more portable video game consoles and video games in order to earn more.
Sony Cuts PlayStation 2 Price To Compete With Nintendo

The Sony Corporation cut the price of its PlayStation 2 video game machine to $150 Tuesday to match the competition from Microsoft's Xbox as it moved ahead with its plans to challenge Nintendo as a maker of hand-held game players. The announcements came on the eve of the Electronic Entertainment Expo, or E3, the annual computer and video game convention.

Nintendo, which has long dominated the portable game market, introduced a prototype for its next-generation DS hand-held model, which includes a wide range of additional features, like dual screens and voice recognition, intended to make game playing more compelling. Sony, on the other hand, believes that high screen resolution and fast processors in its PSP portable will attract players beyond children and adolescents, now the largest users of portable video game players.

"The games available for portable game devices have not had enough depth and graphic experience to hold the older consumer," said Jack Tretton, executive vice president for Sony Computer Entertainment America. "The new PSP will have the same impact on the business as the PlayStation did on the console market."

Sony's PSP, to be introduced in Japan at the end of this year and in the United States and Europe next spring, will feature a wide-screen 4.3-inch diagonal LCD display and be able to play movies and music videos in addition to games, according to Kaz Hirai, president of Sony Computer Entertainment America. The new Nintendo DS system moves beyond its current Game Boy player to incorporate two standard-shaped video screens, to add voice recognition aimed at allowing players to instruct characters how to move, and to include networking so that players will be able to use WiFi hotspots to engage in remote Internet play. It will be more expensive than Game Boy, but Nintendo did not disclose specific prices.

"Today's gaming platforms are already photo-realistic," said Reggie Fils-Aimé, executive vice president for sales and marketing at Nintendo of America. "We wanted added functionality to increase the enjoyment of playing."

In the United States, the Nintendo DS is scheduled to appear later this year, before Sony's PSP introduction here. Nintendo plans to move into Europe and Asia next year. Sony, meanwhile, announced that it has arranged a partnership with IBM to develop a computer workstation intended to enable the creation of more realistic-looking video games in a shorter period of time.

The workstation will use the Cell processor, a device jointly developed by the two companies and Toshiba that should make it easier for entertainment companies to produce digital characters for movies and video games at the same time.
News 2

A Tweaked and Brightened Version of the Nintendo DS
Published: May 11, 2006

Nintendo raised eyebrows two years ago when it introduced a peculiar two-screened hand-held game player, the Nintendo DS. Some called it an experiment and doubted if thumb-twitching gamers would adapt to a pen-based interface.

Skip to next paragraph

By now all doubts have vanished — as is demonstrated by the planned June 11 release in the United States of the Nintendo DS Lite. Nintendo’s ugly duckling has grown up into a sleek white swan, backed by 142 software titles that use wireless game sharing, pen scribbling and speech recognition features, as well as child-friendly themes like Pokémon and Nintendogs. You can even play 900 older Game Boy Advance cartridges on the $130 machine. By comparison, the Sony PSP’s library of 149 titles slants toward traditional shooters and sports simulations.

Game play is no different on the new version, however, and all the changes are cosmetic. These include a smaller form, fatter stylus, sliding PSP-like power switch and an even smaller power plug than last fall’s Game Boy Micro. The thing you notice the most, however, are the clear, much brighter screens, which Nintendo hopes will soon be illuminating darkened buses, pup tents, minivans and bedrooms nationwide.

We can expect to see newer, video games in the market!
Comments on the 2 News articles

From News1, we know that the market of portable video games like PSP and NDS is very competitive, many people buy them so the business to boost the economic development of Hong Kong. The producers of portable video games have been earning a lot of money.

From News2, we know that there are more and more games produced by Nintendo and other companies. So the games market can indirectly improve the quality of video games to meet the market's demand. Although there are so many advantages bought by PSP and NDS, there are so many advantages bought by PSP and NDS, too. There are a lot of disadvantages too: For example, playing too much video game brings poorer academic results and children may have eye problems. So we must find some solutions to prevent people from addicting to video games.
Findings

1. Addiction to video games:
It is found that many people are addicted to playing portable video games in these ten years. According to the statistics released by government, over 97000 people play video games every day.

2. People play video games because of peer influence:
Many teenagers play video games because of their peers. They can have common topics to talk about playing some interesting video games. They are very often under peer influence.

3. Many parents let their children play video games:
Many parents let their children play video games. Some even give them money to buy the trendiest video games. As a result, children can continuously purchase the most updated video games and the most fashionable consoles.

4. Playing video games has become a trend:
Playing portable video games has become a trend common. Video game shops have earned double when compared to last year. It is expected to be a trend in the next ten years to come because many have formed the habit of playing video games.

5. Students bring video games to school to play:
Some students start to bring games to the school to play. Some of them even play video games during lessons. Such behaviour will adversely affect their studies. Students’ future will definitely be affected.

6. More and more people play video games everywhere:
More and more people play portable video games everywhere. We can often see many people playing NDS or PSP on the street, or on bus, train or MTR, KCR, LRT. We can predict that in the next ten years, more people will play portable video games everywhere.

7. Change their value:
Students change their value. They compare their study in the past. But, their compare the success in games to other students now.
Problems encountered

1. Lack of communication:
Students and young people play portable video games very often. They play video games at home and they don't have to talk to their family members. Their communication skills turn bad. So there is a lack of communication between family and friends.

2. Health problems:
Students and teenagers who addicted to video games will spend all their time to play the video games. As a result, they may not eat enough and they will not sleep enough. Then, their health will be affected. They may get diseases, for example, anaemia.

3. Change of habits:
Students and young people will change their habits due to addicting to video games. They may use up their leisure time and even their activity time to play video games. As a result, their lives will be affected badly. They will not live normally according to their time table.

4. Academic results turn bad
Students will spend most of their time on playing video games. Then, they cannot have adequate sleeping time and they cannot concentrate on studies. Lastly, their academic results will be turning bad and their careers will be badly affected.

5. Irritable emotion
Students and teenagers will have irritable emotion due to lose in the video games. They may blame others and even fight against others. They cannot control their anger and their friends will not play with them anymore.

6. Problems to eyes
Students and young people will get eyes diseases, for example, ophthalmic due to play video games for a long period. As a result, their eyes will be hurt forever and they will regret about it.
Suggested solution:

A. what can be done by individuals
1. Don't play video games too often
   Students should not play video games too often so they can have more quality time with their family and friends and more time to study.

2. Set a timetable
   Students can set a timetable themselves so they can know when to play and to study. They should allocate a reasonable period of time for video games and studies. They should strike a balance.

3. To have a break
   If students play video games all day, they will feel very tired. So, they should have a break every now and then to "recharge" their energy.

B. what can be done by our government
1. Control the import of video games
   Our government should control the import of video games so fewer people can afford to buy PSP & NDSL.

2. Mass education
   Our government should launch campaigns and put up advertisements to warn teenagers not to get addicted to playing video games. Through RTHK programmes and through schools, students should be directed to their studies instead of video games or often trendy computer games.

3. Make laws
   Our government should set stricter laws, for example, if the policemen see some people playing video games together, they can warn them.
The positive and negative effects of playing portable video game consoles

<table>
<thead>
<tr>
<th>Positive Effects</th>
<th>Negative Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Players can learn different skills through playing video games, e.g. cooking</td>
<td>1. Players’ eyesight may deteriorate after playing video games for a long period of time.</td>
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<tr>
<td>2. Players can have common topics to talk about and that can nurture their friendship</td>
<td>2. Players may suffer from even neck pain, back pain and even muscle pain.</td>
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<tr>
<td>3. Players can play games for entertainment.</td>
<td>3. Students who play video games may not be able to concentrate on their studies. As a result, their results may become worse. Their future may be affected.</td>
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<tr>
<td>4. Businessmen can earn a huge amount of money through selling game consoles and related products.</td>
<td>4. Players will become anxious and restless if they cannot play video games. They may become emotionally unstable.</td>
</tr>
<tr>
<td>5. As the portable video game consoles are becoming more popular, they create lots of job opportunities in the local market. Many people are employed in the video game industry.</td>
<td>5. Players need to spend lots of money on video games. They may face financial problems. Their money should be spent on other better purposes.</td>
</tr>
<tr>
<td>6. Their human relationship with other people may be adversely affected because they may get addicted to playing video games.</td>
<td></td>
</tr>
<tr>
<td>7. Players may throw away the portable video game consoles that are no longer popular and trendy.</td>
<td></td>
</tr>
<tr>
<td>8. In the next 10 years, more young people may get addicted to playing video games and less young people may choose to put effort in their academic pursuit.</td>
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</tbody>
</table>
Opportunities and challenges

Opportunities:

**In the next decade (2008-2018), people will have more opportunities:**
1. **Businessmen will earn more money:** Portable video game consoles will be more popular. As a result, foreign investors and domestic investors will put more money in developing and improving portable video game consoles. They may earn more money and invest more money in the portable video games industry.
2. **Increase job opportunities:** As more people like to play portable video games, businessmen will employ more staff to develop and update video games. Then, more people can find their jobs and unemployment rate will decrease.
3. **Government can earn more from taxation:** Portable video game consoles have become more popular and they will be imported to Hong Kong in a larger quantity. The government can increase tax. As a result, our government can earn more money. All in all, our economy can be boosted.

Challenges:

**We have to face different challenges during the next decade:**
1. **Education standard may fall:** More teenagers play portable video games and they may ignore their studies. As a result, they don’t bother to achieve academically. Our society may lose man power.
2. **Health problems:** As more people play portable video games for a long period of time, they will get different health problems. For example, they may hurt their muscles or eyes.
3. **Create much rubbish:** Many people buy portable video game consoles. At the same time, many new and advanced consoles are being sold in the market. Most of the people will buy the new and throw away the old. As a result, it creates lots of rubbish which leads to land pollution.

After considering the points above, we can conclude that the development of video game consoles will affect our society badly in the long run. Although our government and businessmen can gain benefits from this industry, some harmful effects brought by it cannot be measured. For example, rubbish and pollute the land. Land pollution can ruin our environment. All in all, we need to be prepared for new challenges and grasp every opportunity that we can hold in our hands.
Conclusion

The advantages and disadvantages of portable video games show that playing portable video games can bring many short-term advantages but many long-term disadvantages. So we can conclude that it is not a very good leisure activity.

Firstly, players can have common topics to talk about after playing the same video game and they can nurture their friendship. However, such an activity can adversely affect the human relationship between players and their family, as they tend to talk less with them. They mostly spend time on video games.

There is another point, which shows that playing portable video games is not a very healthy activity: players can learn different skills through playing games, e.g. cooking, playing football… Nevertheless, one long-term effect is that the players may hurt their muscles especially their fingers, muscles and neck’s muscles because of playing portable video games for too long. And they may even hurt their hands forever and that means they can not cook or play basketball with their hands for the whole life. They may not be able to work properly. So we suggest they should not play portable video game for too long.

In the 10 years to come, portable video game consoles face a competitor, Wii. Wii is a kind of television video game. It can train the players’ hands during the time of playing games. This is an absolute advantageous position. But, we cannot ignore a point, some articles and professors said that Wii cannot help us to train our body. On the contrary, playing Wii will hurt your bodies. On the other hand, Wii costs about $3000, but NDSL and PSP only cost about $1800. Many customers will choose NDSL and PSP rather than Wii. And the most important point is players can play on street, transports, etc. Therefore, most of the people will choose to buy portable video game consoles and we do think that portable video games will continue to dominate our market.

Yes! I agree with you!
Feelings

Keith

After this project, I know that many people in different ages are addicted to PSP and NDSL. And I think this topic is very interesting. I hope that after this project, I can stop young people getting addicted to video games.

Ming

After I have done this project, I know the problems brought by over-playing PSP, NDS. The negative effects are really serious and they cannot be ignored. Besides, I can learn more about the impacts of playing video games for a long period of time so I know more about how to help myself to stop playing video games for a long time. I think I will just play video games for a while to have a rest.

Ben

After the project, I have learnt a lot. First, I must thank Mrs. Lee for her advice. I don't know how to write a project report. She has taught us how to write the report step by step. We have learnt to conduct the interviews and analyze the data. On the other hand, I am very happy that I can work and corporate with my group members. We have learnt to negotiate and compromise. It is really a good chance to learn from each other.

Fai

After I've done this project, I think the problems of students or adults playing the video games are serious. The effects that they brought are serious, too. They addict to play video games and don't study or work. Their relationship becomes bad and the people's health is bad, too. I know playing video games are common. But we should use some time to study and work. We can't addict to it.
Feelings

Peggy
After I've done this project, I got more new knowledge from it. For example, the trend of people that playing portable video game console and the effect of addicted to it. Also, I learn how to work with my classmates and the importance of group work.

Cheryl
After I've done this project, I have acquired a lot of new knowledge about why people playing portable video game console. It includes the problems and the effects. And also the solution. Also, I think this topic is quite attractive so I have incentive to do this project.

Cindy
I think this project is quite interesting and fun. And I learnt much from it. After doing this project, I have learnt more about the developments of Hong Kong between these ten years. Also, I had improved my analytical skills after doing the project. So I think this project is quite good.
END

Thanks for Mrs. Lee's support and help