



REVIEW OF GAMING AND ITS EVOLUTION OVER NETWORKS

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ABSTRACT

Game the word chronicles everything to the world. Game plays an important role in the area of network as there is a technological improvement in coalitional game. A game interacts with the user through user interface and produces audio-video effects so as to make the world of gaming interesting to the users in the real world. This study proposes a research on gaming and its growth over coalitional game in the internet. This could expound us the change and evolution taken place in the technology over decades. The idea is that with the guidance of game theory we could interpret how Gamification works and what are effects over users (physically and mentally) by playing the game.

Key words: Gaming, Gamification, type of users, coalitional game, Game Theory.

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1. INTRODUCTION

1.1. Gaming

Nowadays Gaming is a passion or life to so many users. Gaming makes more people get attracted towards it through various attributes like color, field mapping, 3d effects, Background. Gaming is in one of the preeminent position in the field of market. The excitement behind playing games is unlimited. Interesting part is that when the game starts it makes every user to think deeply so that their thinking level would increase. By investing more time in playing games users lose their presence of mind and indulge in both physical and mental disease, a very good example is “Pokemon Go ” which had a very good impact in gaming field. But it is also the reason for issues that went whole world to look back about negative part of playing games.

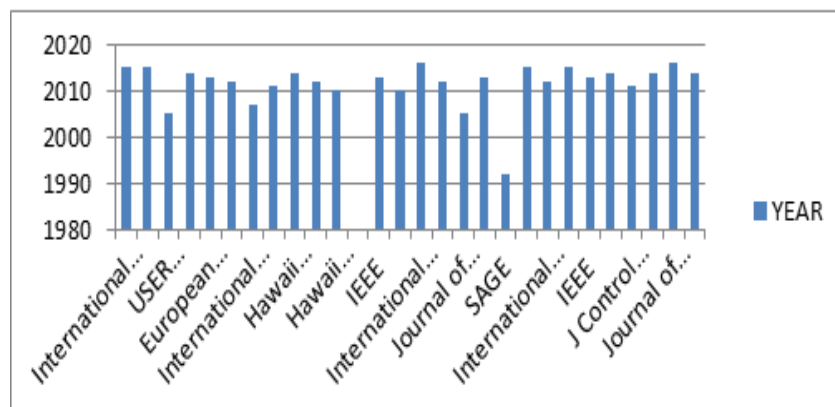


Figure 1 Report of Journals used

1.2. Origin and Evolution of Gamification

In this section, we will get to know more about Gamification and its history over decades. Eventually Gamification can be defined as “usage of Game in various fields like Business, Schools, Marketing, Multilevel Corporations etc. with the help of Gaming techniques and designing of games and elements of it “. So, even a lay man could learn things with the help of Gamification in the real world. The main aim of this is to spread knowledge across techniques over digitized library as the level of acknowledging things by humans would be more similar and easier because of game display.

Even though the importance of Gamification has evolved after 2010^[2], it has speed up the race with various techniques of grasping human attention of acquiring knowledge and thinking capacity is incomparable. Apart from critics, Gamification has stood up in front of human world and showed its performance through accessing digital library as a gateway or bridge to users.

1.3. Conjectural Gamification

In divergence to games, Gamification prefers to be easier to denote than it is to conceptualize. It is the game maker for more developers because it with holds all the information held in game with respect to rules designed for betterment of games in marketing field etc. As methods, it can be designed for people^[22]

1.4. Cloud as Storage of Gamification

In this section, we discuss about the relationship that exists between cloud storage and Gamification. Cloud as a storage helps us to store the Gamification process through users.

Where cognitively Gamification requires more storage space which is not available in computers. As there is an increase in human behavior over games, a research has been undergone with title “DSM5”.[18, 20]

2. LITERATURE SURVEY

Table 1 Brief explanation of work proposed by different authors.

S.No	TITLE	AUTHOR	YEAR	JOURNAL	PROPOSED WORK
[1]	A Renewed approach to serious games for cyber security	Alexis Le Compte	2015	International Conference on Cyber Conflict	Introducing serious games with cyber security to create the awareness of security[1]
[2]	A Descriptive Literature Review and Classification Framework for Gamification in Information Systems	Christian Schlagenhauer Et.Al	2015	European Conference on Information Systems (ECIS)	Talking more about Gamification for future fields and narrating how an article can be formed, and how the author has classified their framework for Gamification[2]
[3]	Privacy and Security in Cyberspace: Training Perspectives on the Personal Data Ecosystem	Joni A. Amorim Et.Al	2013	European Intelligence and Security Informatics Conference	Showing importance of security over internet and helping to train Gamification using the framework which consists 3 concepts like Design, Implementation and Analysis stages[3]
[4]	Mobile technology and Gamification: The future is now!	Sylvia Chin	2014	IEEE	Differentiation between mobile and e-learning through concepts of Gamification[4]
[5]	Evolutionary coalitional Games: Design ad Challenges in Wireless Networks.	Manzoorahmed Khan Et.Al	2005	User cooperation in Wireless Networks	Research on coalitional game and implying theory of game evolution with tools that can turn for the optimization of technology selection[5]
[6]	Real-Time Eye Gaze Tracking for Gaming Design and Consumer Electronics Systems	Peter M. Corcoran	2012	IEEE	Comparative results of face tracking with (eye gaze and advanced real time eye) older approaches[6]
[7]	Preventing DoS Attacks in Wireless Sensor Networks: A Repeated Game Theory Approach	Afrand Agah Et.Al	2007	International Journal of Network Security	DoS attacks over online gaming in terms of nodes where here it categorizes different nodes based upon their dynamically measured behavior[7]
[8]	From Game Design Elements to Gamefulness: Defining “Gamification”	Sebastian Deterding et.Al	2011	FGWM 2011	An approach of changing Gamification to gameful design in context of playfulness[8]
[9]	Does Gamification Work? — A Literature Review of Empirical Studies on Gamification	Juho Hamari Et.Al	2014	Hawaii International Conference on System Science	Empirical studies on gamification with its concepts[9]
[10]	The Impact of Gamification A Recommendation of Scenarios for Education	Kai Erenli	2012	IEEE	Explained in how many ways a game can be delivered to the users and the way it has developed[10]
[11]	A Survey of Game Theory as Applied to Network Security	Sankardas Roy Et.Al	2010	Hawaii International Conference on System Sciences	Theoretical way of providing solutions to the Problems faced in Network through games. And explained how well it has been divided[11]
[12]	Gamification: A Semantic Approach for User Driven	Michael Meder Et.Al	2011		A logical way of introducing gamification in socialization[12]

Review of Gaming and its Evolution over Networks

	Knowledge Conservation.				
[13]	The City as a Learning Gamified Platform	Aldo Gordillo Et.Al	2013	IEEE	Basic way of understanding Gamification and its concepts to educate students and its view as a tourism[13]
[14]	The Role of Context in Online Gaming Excess and Addiction: Some Case Study Evidence	Mark D. Griffiths	2010	Int J Ment Health Addiction	Highlighting the role of context in distinguishing excessive gaming from addictive gaming[14]
[15]	Towards the Effective Software Development of an eLearning Platform Featuring Learning Analytics and Gamification	David Gañán Et.Al	2016	International Conference on Advanced Information Networking and Applications Workshops	Using ICT- FLAG, JAVA EE, OSGi gamification introducing web based e-learning[15]
[16]	A Method to Engage Employees using Gamification in BPO Industry	Basanth Kumar Neeli	2012	Third International Conference on Services in Emerging Markets	Technique for applying Gamification in BPO industry to build the representative engagement and in this way deal with the worker related difficulties experienced[16]
[17]	Assessment in Engineering Education: Evolution, Approaches and Future Collaborations	Barbara M. Olds Et.Al	2005	Journal of Engineering Education	Discuss between the research work in engineering education and educational research[17]
[18]	Internet gaming disorder and the DSM-5	Nancy M. Petry Et.Al	2013	Society for the Study of Addiction	Addiction over games for pandemonium among users in DSM-5[18]
[19]	The Effectiveness of games for educational purposes: a review of recent research	Joseph M. Randel Et.Al	1992	SAGE	Instructional viability of amusements to regular classroom direction. Contemplates managing experimental research instead of educator's judgments[19]
[20]	How to Develop Cloud Security Awareness	Edit Szilvia Ruboczki	2015	IEEE International Symposium on Applied Computational Intelligence and Informatics	E-learning using gamification concepts which helps more cloud security and helps in motivating the real participants over internet[20]
[21]	CAPTCHINO- A Gamification of Image-based CAPTCHAs to Evaluate Usability Issues	Rahul Saha Et.Al	2012	International Conference on Computing Sciences	Examination of pictures utilizing captcha's regarding murkiness, introduction, colorful,size,brightness,understandability and negative is physically impaired clients are not reasonable for these captcha's[21]
[22]	Gamification in theory and action: A survey	Katie Seaborn Et.Al	2015	Int. J. Human-Computer Studies	Following about the diversion hypothesis of gamification research and introduction and identified with gamification activity in all areas[22]
[23]	Cloud Gaming: Architecture and Performance	Ryan Shea And Jiangchuan Liu Et.Al	2013	IEEE	An research work related to gaming on cloud with reality and image quality comparison[23]
[24]	Serious Games, Gamification and Game Engines to Support Framework	Dr. Alexander Uskov Et.Al	2014	IEEE	Overview of Serious game engines and its gamification applications. So that, in future it helps to take action related to framing and designing new

	Activities in Engineering: Case Studies, Analysis, Classifications and Outcomes				interface for game users to construe[24]
[25]	Adaptive dynamic programming for online solution of a zero-sum differential game	Draguna Vrabié Et.Al	2011	Journal of Control Theory Application	This paper presented an online information based approach that makes utilization of support learning procedures, to be specific the IRL strategy, to decide in an online manner the arrangement for the two-player zero-aggregate differential diversion with straight flow[25]
[28]	Relationships Between Game Attributes and Learning Outcomes	Katherine A. Wilson Et.Al	2014	simulation and gaming	They offer an aggregate look at how specialists are concentrate amusement qualities and their effect on learning results and theoretically based connections between particular gaming qualities with learning results and recommendations for future research[28]
[26]	A survey of computer game development	Aktax And Orc Xun	2016	Journal of Defense Modeling and Simulation: Applications, Methodology, Technology	Expanding accentuation on film like generation qualities has required bigger groups furthermore, more noteworthy specialization of parts played by group members. Game advancement procedures and strategies were inspected at a wide degree. Normally, the broadness of the extension diminishes the level of detail[26]
[27]	Increasing Student Intrinsic Motivation And Self-Efficacy Through Gamification Pedagogy	James Banfield Et.Al	2014	Contemporary Issues In Education Research	Plots gamification teaching method utilized as a part of 200 and 300 level postsecondary courses of framework organization. Assembled comes about demonstrated high characteristic inspiration and self-adequacy from the understudies 96 met. The paper will likewise introduce cases of gamification ELT lessons at each level of undergrad study[27]

3. DISCUSSION AND CONCLUSION

As the word “GAMIFICATION” was introduced in 1990, we could not identify or it didn’t reach people out there. Basically, from 2002 the gamification world had come to existence. To check how people are using and implementing the knowledge from gamification researchers had followed an approach of studying and analyzing the concepts used[3].

Gamification can simply be used at various areas like Business, Marketing, Finance, Education and Socialization etc. As part of the research few authors had made an experiment in classroom which had got an good response from the students (1992)[1,13], which improved there standardization of knowledge without educator’s judgments. When the increase in gamification has grown by 2002, users had started to use the concepts in coalitional gaming by implicating game theories which helps building optimal control of games (2005)[5].

Though people say “as work increases the pressure also increases”, in the same way increasing in playing games over gamification through online in the real time or real world[20], the attacks is also increased, there are various ways through which attacks can be made like DoS attacks (2007,2010)[7,11]. So, as to reduce the complexity of Gamification

they made it as simple as playing games which has got higher priority (2011)[8]. By knowing how addictive users are to the games[14] which helps us to overcome those, due to their behavioral change and mental ill health of the human user[7], an approach of DSM 5 was introduced in 2013[18].

In 2012, a technique for applying Gamification was introduced in BPO industry with captcha's to build the representative engagement and in this way deal with the worker related difficulties were experienced [16][21]. As the days passes on the concept of gamification was introduced on cloud[23].

Simultaneously expansion of gamification took place, developers introduced applications related to this in serious games with security, which plays an important role in the new world[24,1].

While past has gone and present has arrived with various higher levels of introducing web based e-learning with the concept of gamification which helps us to get through different marketing fields and business share markets[15]. Although Gamified substance would now be displayed all the more frequently to the learners to expand their engagement while learning. The pattern is rising exponentially and it is anticipated that the Global Gamification Market will reach to \$7.3 billion by the year 2021. In 2017, an ever increasing number of associations will be seen fusing this strategy to make taking in a sensational affair. Giving inputs, offering extra focuses, having pioneer loads up and dynamic levels would keep the learners attracted and improve their aptitudes in the meantime.

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