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Subject: Computer game addiction

Posted by [Kytten9](#) on Thu, 10 Nov 2005 09:24:30 GMT

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My mother told me about this story that she had read in the British papers recently.

"The Mirror"[004] Snowly of The World of Warcraft (Xinhua) A young girl nicknamed "Snowly" died last month after playing the online game "World of Warcraft" for several continuous days during the national day holiday. Several days before Snowly's death, the girl was said to be preparing for a relatively difficult part of the game (namely, to kill the Black Dragon Prince) and had very little rest. She told her friends that she felt very tired. A big online funeral was held for Snowly one week after her death (see photo from The Mirror)

Apparently the story is the young girl who died hadn't actually eaten and had clocked the most amount of uptime on World of Warcraft, a week proceeding her death a young Chinese lad named his World of Warcraft character after her and was also dead by the end of the week.

This has lead to people looking at just how online or offline computer gaming has become an addiction.

This begs me to raise the all time question, just how addictive is computer gaming becoming?

For those of you who know me and my past, you will know I hate World of Warcraft because it was a resulting factor to the downfall of my marriage. But that said, I have on many occasion seen my brother play this game for 3-4 days straight with no sleep, and he looked yellow and ill for weeks afterwards, before WoW he did this with Earth and Beyond, I know in the past I actually passed out from playing online too much without rest.

I firmly believe this is an issue for some teenagers and even adults, but I wanna see if i'm not alone in my views:

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