

## Gaming Culture - a boon or bane ...



After a short break during the pandemic, Talks@Ullas returned with a bang - it's 46th edition with a much loved Higher Education Scholar - Mohammed Riyaz. And what a fantastic session he delivered, with his audience hanging on to every word. Who would have thought that the world of gaming would be so fascinating and even life altering!

Riyaz started his session with a detailed insight into the gaming culture and the myths that are associated with it. He spoke about the positive effects of gaming citing his own experiences and learnings. He shared how gaming when he was in school was a huge concern for his parents and like most parents seeing their child constantly glued to video games his father too got worried and even had the young lad professionally counselled. However, Riyaz convinced his parents that while he would continue to game, he would not compromise on other activities like academics, reading, fitness etc. Today he is a Dentist in the making and is also an avid reader, speaker, writer, amateur designer (he designed his own Talks@Ullas poster), fitness enthusiast and involves himself actively in various social initiatives!! It is a different story that the audience asked him to hold a session on time management :)

Riyaz also shared how gaming is a booming industry today and as per research the Global gaming market is forecast to be worth nearly \$300 billion by 2025. He also spoke about You Tube streaming and said an average YT streamer with 30k followers earns nearly ₹1.5L a month.

Talking about the gaming culture in general Riyaz tried to dispel apprehensions that people, especially parents, have towards gaming. According to him, some of the skills that one gains out of gaming include excellent eye-hand coordination, decision making, problem solving and creative thinking besides

**understanding different accents and developing patience. Point in case was Riyaz himself :)**

**While he did accept the fact that gaming can become addictive and can sometimes lead to aggression, mood swings and other mental health issues especially among youngsters, what is very important is self-restraint and control. Both are important for you to control the game and not vice-versa. He also spoke about the various career opportunities the gaming industry provides today for youngsters with a creative streak in them.**

**It was an extremely interactive session that saw all youngsters animatedly talking about various games from Resident Evil 4 to Spider-Man ps4 and more. The session ended with an unanimous request to have one more Talks@Ullas on gaming especially for parents so that they get to see the positive face of the gaming culture! As Riyaz signed off he left the audience (his peers, juniors and Friends of Ullas) wondering how this studying to Dentist young man is going to pursue gaming in the future.**

#### **About Ullas Trust**

Ullas Trust, (A Polaris Foundation Social Initiative) was started in 1997 with an aim to integrate the employees with a larger community and nurture a 'Can Do' spirit among the students. The Trust recognizes and rewards academic excellence through annual scholarships. Ullas Trust has been organizing an annual workshop for the past 20 years, with the aim of exposing young minds to role models and achievers from the real world. Every year, the workshop culminates with the Trust awarding merit scholarships to students from Corporation and Government schools in the 5 cities (Chennai, Delhi, Hyderabad, Mumbai and Pune) identified through a selection process.

The SUMMIT comprises of 20 modules spanning across crucial life skills including communication skills, confidence building, memory skills, active team work, public speaking, and leadership skills. It is graded from Level 1 to Level 4, with Level 1 beginning for Class IX and finishing with Level 4 for Class XII.

The 'Touch the Soil' program reaches young minds in the districts through its 'Diary of Dreams' and 'Planning' workshop for Class IX and X students. The program spreads the power of believing in dreams to high school students across the rural areas of the country. For more information, please visit [www.ullastrust.org](http://www.ullastrust.org)