چهارمین کنفرانس بین المللی
مطالعات نوین در علوم کامپیوتر و فناوری اطلاعات

4ᵗʰ International Conference
On New studies Of Computer And IT

FEBRUARY 24, 2018

ISC
Islamic World Science Citation Center

مشهــــد
۰۵ اسفند ماه ۱۳۹۶

Culture-building and Promoting National Productions in the Scope of Computer Games

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ABSTRACT

Nowadays, computer games are considered as current significant media which, on the side of the Internet and television, play a vital role in transmitting the concepts and values. Thus, games, based on the reinforcement of religious and national identity, moral and religious teachings, and educating the Islamic life style should be produced, in addition, children, teens and youth should be made aware of the impact of the western games created with their anti-Islamic goals in line with promulgating the western life style. In this article, the national foundation of computer games, its goals and duties, culture building and promotion of national productions were first investigated, then, the role of computer games, its components based on religious teachings, its positive and negative consequences, however, the parental and also cultural authorities' supervision role with a look at the recent status of the computer games both in Iran and in the Western games with their anti-Islamic goals, also, in line with promulgating the western life style, were examined. Moreover, in this article, some religious and cultural experts in the field were interviewed whose views were inserted in the paper.

KEYWORDS: Culture-building, National Foundation of Computer, Computer Games Components, Positive and Negative Consequences, Parental Supervision Role.