ATTACK THAT MOBILE GAME  

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Techopedia has defined mobile games as games intended for mobile devices, such as smartphones, feature phones, pocket PCs, personal digital assistants (PDA), tablet PCs and portable media players. Many mobile historians believe that the first mobile game was Snake which was sprang in 1997 but others believe that the first game on a mobile phone was a Tetris game on the Hagenuk MT-2000 device from 1994. Since then, mobile gaming continues to progress, from simple to more complex and sophisticated games that require smart and android phones.

Today, people of all ages are into mobile games particularly Mobile Legends. According to MMOs.com this was launched in 2016 by Shanghai Moontoon Technology that offers a wide range of playable heroes, game modes, and intense, fast-paced gameplay. The controls were enhanced for touchscreen devices and players can quickly hook up to play a match with other players in actual time. The new interface, features and playable heroes made it more interesting and enjoyable.

Just like any other mobile games ML may cause addiction. Fajarharapan, states that most likely 70% of people playing it will become addicted and eventually when they gradually play the game will feel bored and will choose the latest game again. This can cause distraction while performing another important activity resulting to less productivity and even sleep problems. Moreover, it affects social interaction, although the game entails communication, physical interaction can never be replaced. And since this is played while sitting chances of obesity may occur. Above all, violence and online gambling may also be involved in playing this game.

On other hand, in an article by Peter Gray, Ph.D he wrote that based on various researches playing video games improve in basic visual processes, attention and vigilance, executive functioning and other job-related skills. And since, ML is an action game that require players to move rapidly, keep track of many items at once, hold a good
deal of information in their mind at once, and make fast decision such improvements may also occur.

But as the usually saying goes everything should be done in moderation. Too much of anything can be harmful to us. Thus, a well balance amount of playing should be observed.

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