

ABSTRACT

Advances in technology have shifted the type of children's games, traditional games are becoming obsolete, replaced by a game using a special gadget. These days, playing online games are popular, one of them are online game with the FPS (First-person Shooter) genre. Apparently, playing online games have negative side, where player of online games can be at risk of addiction that began when they were still in early age. They then have difficulty in concentrate on studies. For it, we design a social campaign to reduce the negative impact of playing online games so that parents can know they must be done so that their children are not addicted to playing online games using appropriate media

Keywords: Online games, teenager, technology