Jurisprudence Provision of Electronic Games

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Abstract

This study discusses the jurisprudence provision for electronic games. It reveals the Islamic ruling for video games that are played by our children and youths. However, the importance of this study is that it tackles one of the calamities of the modern age, which asked many questions about the Islamic ruling for these games and how to control them.

This study follows the descriptive analytical methodology in which the researcher extrapolate several, research, Fatawa, lectures and websites which discuss this calamity from various aspects, such as Shari', health, mental, psychological and behavioral.

This study includes the concept of playing and its importance. It also contains video games' history and definition, the positive and negative impacts of video games, the jurisprudence provision for these games and the duty of all society's categories toward this calamity in order to avoid its damages and dangers. All that along with indicating the things the western countries have done to reduce video games damages.

The researcher reached to some results containing that the jurisprudence provision of electronic games is determined based on what the games include or lead. However, if they include something prohibited like gambling, music, pornography, thoughts incompatible with Islamic creed such as praying to other than god, glorification of the cross and insulting Muslims and their rituals. Also, if the electronic games lead to something prohibited such as, neglecting the Islamic obligation or that they influence the behavior of the user in which he/she become violent, selfish, or isolated. Moreover, if the games lead to deform in the user's culture or impact his/her health badly .Then, electronic games become   prohibited Haram.Therefore, it become not allowed to play, sell, buy, program, and advertise them.

However, if electronic games did not include anything prohibited from the previous mentioned, then they are allowed to be played, sold, bought, programmed and advertised for. This implemented especially if the electronic games have educational aim or any other aim that benefits the user and develops his/her skills.

Some important recommendations represents in increasing the control on the contents of these video games, and Findings an Islamic alternative for these games, which can suit the Muslim children's culture and his/her Islamic creed.