MANTECH Publications

Journal of Research in Computer Science and Engineering
Volume 10, Issue 3, September-December, 2025
ISSN: 2457-0818 (Online)

Gaming is Not a Crime

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DOI: https://doi.org/10.47531/JoCSE.10.3.132-142

ABSTRACT

The rapid expansion of the global gaming industry has transformed gaming into a structured ecosystem encompass- ing entertainment, skill development, education, and professional esports. However, gamers—especially beginners—continue to face challenges such as fragmented learning resources, limited access to competitive platforms, weak community engagement, and social stigma surrounding gaming as an unproductive activity. This paper presents "Gaming Is Not a Crime", a unified, web- based platform designed to integrate game learning, community building, esports management, and player analytics into a single environment. The system provides structured game guides, inter- active community forums, team management tools, tournament hosting (both community-based and developer-sponsored), and real-time performance analytics. Developed using a modern full-stack architecture comprising React.js, Node.js/Express, and MongoDB, the platform delivers a scalable, secure, and user- friendly experience. Comprehensive testing validates the platform's performance, usability, functionality, and stability. The results demonstrate that the platform effectively supports gamers across all skill levels, while contributing to reducing societal stigma by promoting gaming as a skill-based, community-driven, and career-oriented field.

KEYWORDS: *Gaming platform, Esports, Game guides, Com- munity engagement, Tournament management, Player analytics, Web application.*

INTRODUCTION

Gaming has become an integral part of modern digital culture, influencing entertainment, skill development, social in- teraction, and professional esports across the world. However, the gaming ecosystem continues to face critical challenges that affect players at all levels. Beginners often struggle with the absence of structured learning pathways, while intermediate and advanced players encounter fragmented platforms for guides, communities, and tournaments. This fragmentation forces users to rely on multiple unrelated applications, creating barriers to seamless learning, collaboration, and competitive participation. Additionally, societal misconceptions portraying gaming as unproductive or harmful further limit its acceptance as a legitimate domain of skill-building and career growth.

This paper presents Gaming Is Not a Crime, a unified web-based platform designed to modernize the gaming ex- perience by integrating learning resources, community in- teraction, and esports tournament management into a single digital environment. The system includes structured game guides, community-based discussion forums, team forma- tion tools, performance analytics, and both community-hosted and developer-sponsored tournaments. Built using React.js, Node.js, Express.js, and MongoDB, the platform supports real- time user engagement, secure authentication, and dynamic leaderboard tracking to enhance user experience.

The key contributions of this system are as follows:

1) Structured beginner-to-expert game learning modules for improving player knowledge and skill progression.
2) A collaborative community environment enabling discussions, team formation, resource sharing, and peer support.
3) A unified tournament management system that auto- mates event creation, registration, scheduling, and re- sults.
4) Player analytics and leaderboards for performance track- ing, competitive ranking, and personalized insights.

By bridging the gap between learning, collaboration, and competition, this project transforms gaming from a frag- mented activity into a structured, community-driven, and skill- enhancing experience. The system promotes esports accessi- bility, strengthens gamer–developer

interaction, and redefines gaming as a productive and opportunity-rich domain. Ulti- mately, this platform contributes to reducing societal stigma associated with gaming while fostering a more inclusive and growth-oriented gaming ecosystem.

LITERATURE REVIEW

Delello et al. (2025) examined collegiate esports players and found that extended gaming hours impacted sleep quality, stress levels, and physical activity. Their work emphasizes the need for health awareness and structured wellness programs within esports environments.

Teixeira et al. (2025) investigated gaming habits among European university students and identified trends in gameplay duration, practice routines, and academic balance. The study highlights how esports participation has become integrated into student lifestyles.

Gkintoni et al. (2024) conducted a systematic review revealing that gamification can positively influence both phys- ical and mental health among children and adolescents. Their findings support the potential of game-based engagement for educational and wellness applications.

Clarke et al. (2024) analyzed behavior interventions in online gaming spaces. They found that techniques such as nudging, positive reinforcement, and structured in-game systems can reduce toxic behavior and improve player inter- actions.

Dasˇic´ et al. (2024) explored the broader impact of esports on society, noting its growing role in economic devel- opment, cultural communication, and educational innovation. They emphasize esports as a driver of digital literacy.

Dambrosio (2024) discussed the influence of esports on youth identity, creativity, and career motivation. The study highlights the increasing integration of esports in education, extracurricular programs, and digital learning environments.

Medved et al. (2023) examined changes in gaming and gambling behaviors among individuals with severe mental ill- ness during the COVID-19 pandemic. Their findings revealed increased engagement in gaming as a coping mechanism, while also noting associated risks related to

substance use and emotional stress.

Riatti and Thiel (2022) reviewed the societal impact of esports and found that it supports community building, digital citizenship, and social bonding. However, they also highlighted concerns about accessibility and inclusiveness across different social groups.

Block and Haack (2021) described esports as a rapidly emerging global industry driven by sponsorships, commer- cialization, and technological innovation. Their work provides insights into market growth and structural development within esports.

Wohn and Freeman (2020) explored streaming, view- ing, and spending behaviors among esports audiences. They found that emotional connection, community engagement, and interactive features significantly influence user spending and long-term viewer retention.

PROBLEM STATEMENT

The modern gaming landscape, despite its rapid growth, continues to face significant challenges that impact players, communities, and developers. Beginners often lack access to structured learning resources, making it difficult to understand game mechanics, strategies, and skill-development pathways. Experienced players struggle with scattered platforms for guides, team building, tournaments, and communication, re- sulting in fragmented gameplay experiences and limited col- laboration. Additionally, misconceptions surrounding gaming contribute to negative societal perceptions, discouraging many individuals from pursuing gaming as a legitimate skill or career.

Existing gaming platforms suffer from several critical lim- itations:

1) **Lack of Structured Learning and Skill Progression**: Most platforms do not offer organized, beginner-friendly game guides. Players are forced to depend on unverified external videos or forums, leading to inconsistent learn- ing and slower progression.

2) **Fragmented Community and Collaboration Tools:** Gamers often rely on multiple separate applications for communication, team formation, discussion forums, and gameplay coordination. This fragmentation results in weak community engagement and reduced opportunities for meaningful collaboration.

3) **Limited Access to Tournaments and Competitive Opportunities:** Many gamers, especially from smaller regions, have minimal access to structured tournaments. Existing esports platforms primarily cater to high-level players, leaving casual and intermediate players without proper competitive exposure.

4) **Absence of Centralized Player Analytics and Progress Tracking:** Most systems lack integrated an- alytics to track player performance, match history, achievements, and growth. This absence makes it dif- ficult for players to evaluate their progress or gain visibility in the esports domain.

This project aims to address these challenges by devel- oping, a unified digital ecosystem that integrates structured learning, community engagement, competitive gaming, and player analytics within one platform. By centralizing these essential gaming components, the system seeks to foster a more collaborative, inclusive, and skill-enhancing environment for gamers of all levels, ultimately supporting the growth of a modern and accessible esports culture.

METHODOLOGY

The proposed system, Gaming is Not a Crime, follows a structured methodology that integrates user management, community building, and tournament hosting. The workflow of the system is depicted in Fig.1

A. User Management

1) **Registration and Login:** New users create an account with basic details, while returning users authenticate securely through the log-in module.
2) **Profile Setup:** Players customize their profiles with gaming interests, achievements, and community roles.

B. Team and Community Module

1) **Team Creation and Management:** Users can create or join gaming teams. Team leaders manage members, roles, and participation.
2) **Community Interaction:** Dedicated forums and chat systems allow discussion, collaboration, and strategy sharing.

C. Matchmaking and Gameplay

1) **Matchmaking System:** Intelligent filters suggest suit- able teammates or opponents based on interests and skill levels.
2) **Gameplay Guides:** Step-by-step tutorials assist begin- ners in learning game mechanics.

D. Tournament Hosting

1) **Community-Sponsored Tournaments**: Users can orga- nize tournaments within their groups.
2) **Developer-Sponsored Tournaments:** Game developers can host large-scale events through the platform.

E. Data Management and Analytics

1) **Gameplay Statistics:** The system records wins, losses, scores, and achievements.
2) **Leaderboards and Achievements:** Rankings are dy- namically updated to encourage competition.
3) **Player Analytics:** Insights help users track performance and growth.

F. Technology Stack

1) **Frontend:** React.js for building a fast, interactive, and component-based user interface with custom CSS for styling and responsiveness.
2) **Backend / API Layer:** Node.js with Express.js powers the server-side processing, handling authentication, rout- ing, tournament workflows, community operations, and REST API communication.
3) **Database:** MongoDB is used as a NoSQL document- oriented database for storing user accounts, teams, com- munity posts, tournament data, leaderboard records, and player analytics.

RESULTS

Fig 2 displays the Homepage of the project, which serves as the central entry point for users Key sections such as Features, Tournaments, Teams, Leaderboard, and Community are accessible through the top navigation bar.

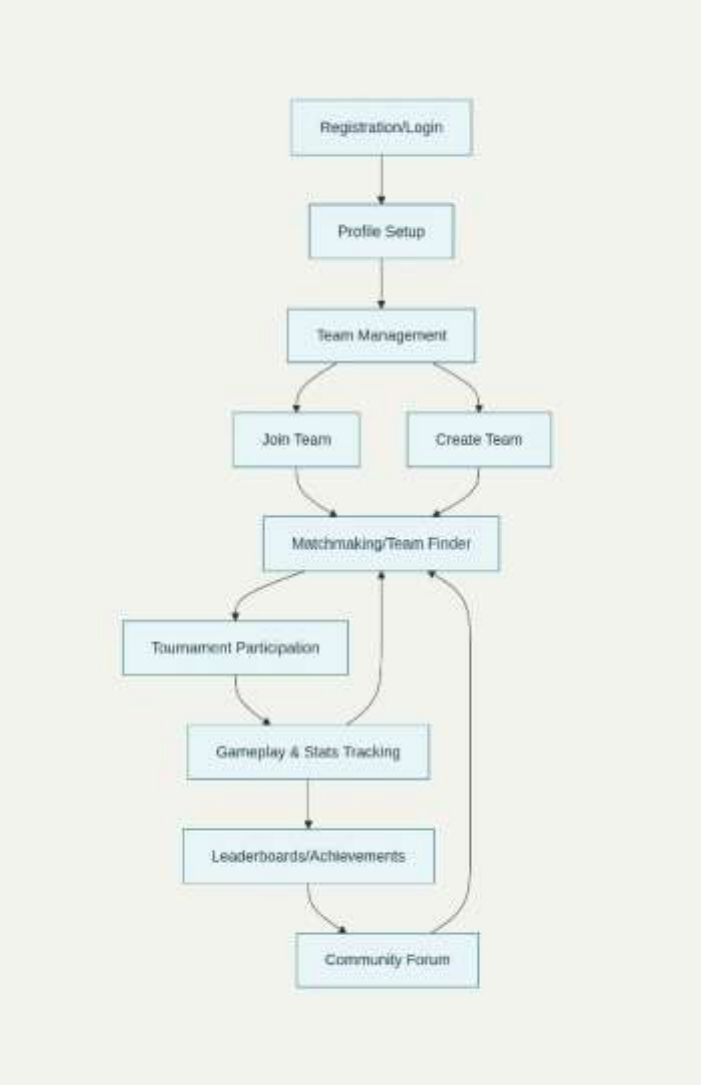

Fig. 1: Block diagram.

Fig. 2: Home Page

Fig 3 displays the Tournaments section, where users can view details of ongoing and upcoming tournaments. Key information such as tournament title, start date, prize pool, participants, registration status, and game format is clearly pre- sented. The top panel summarizes overall statistics including Total Tournaments, Active Tournaments, and Total Prize Pool. This verifies the successful implementation of tournament listing and registration functionalities.

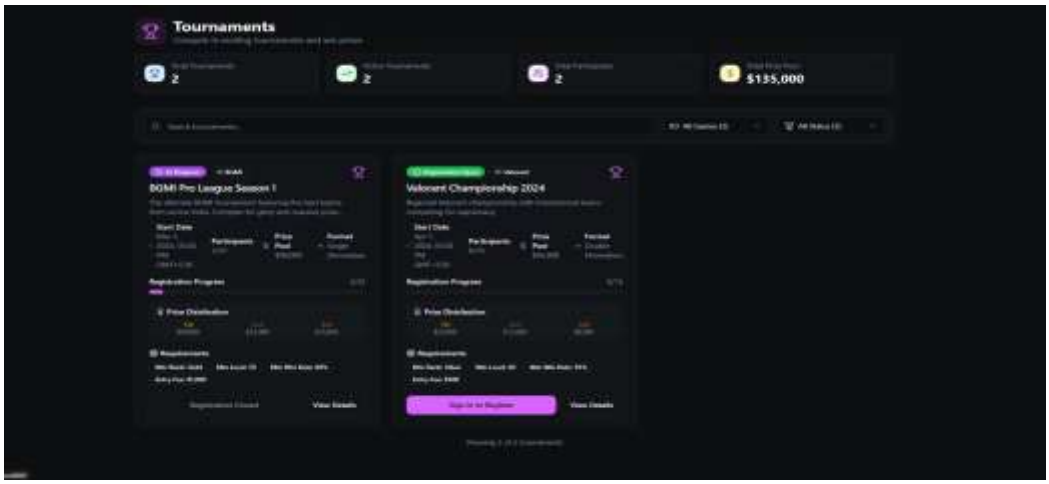

Fig. 3: Tournaments Module

Fig 4 presents the Team Management interface, where users can explore teams, check their performance metrics, and view membership requirements. Each team card includes win rate, matches played, tournaments participated, and rating. The top section displays summary statistics like Total Teams, Total Members, and Tournaments Won. This confirms that the team discovery and information modules operate effectively.

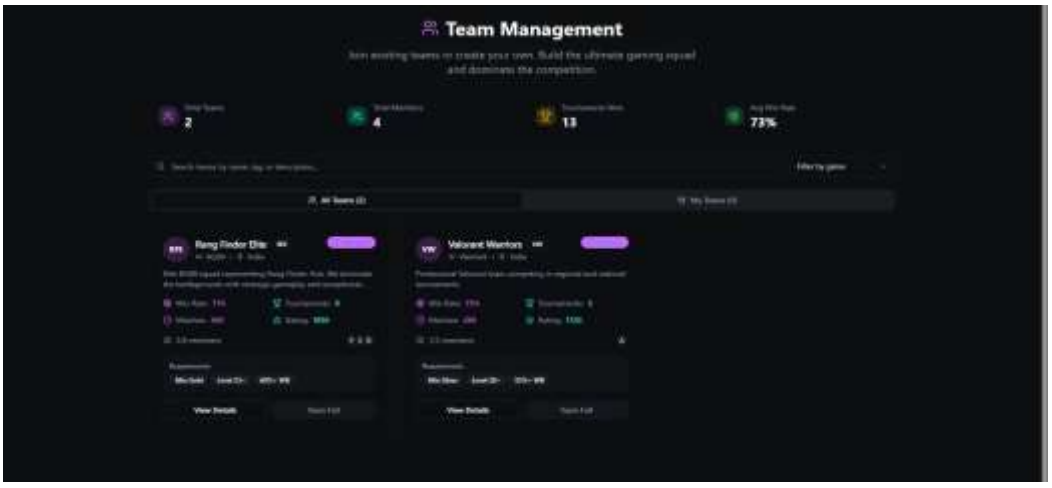

Fig. 4: Team Management Module

Fig 5 highlights the Leaderboards section, showcasing top players ranked by rating and performance. Each player card includes ranking position, rating score, win/loss records, and achievement badges. On the right pane, a detailed analytics summary displays metrics such as games played, wins, losses, average placement, and KDA ratio. This confirms the correct working of ranking and performance analytics modules.

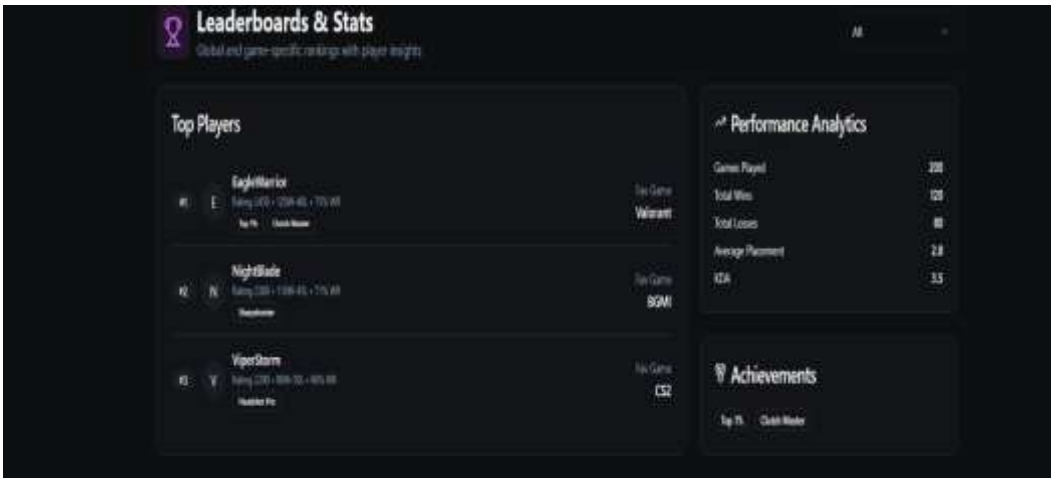

Fig. 5: Leaderboards & Player Statistics

Fig 6 illustrates the Community Hub, where users can participate in forums, polls, and discussions across various game categories such as BGMI, Valorant, CS:GO, and Free Fire. The interface includes topic filters like Tips, Strategy,Tournament, Memes, and Esports. This module validates the smooth functioning of the forum system and user interaction features.

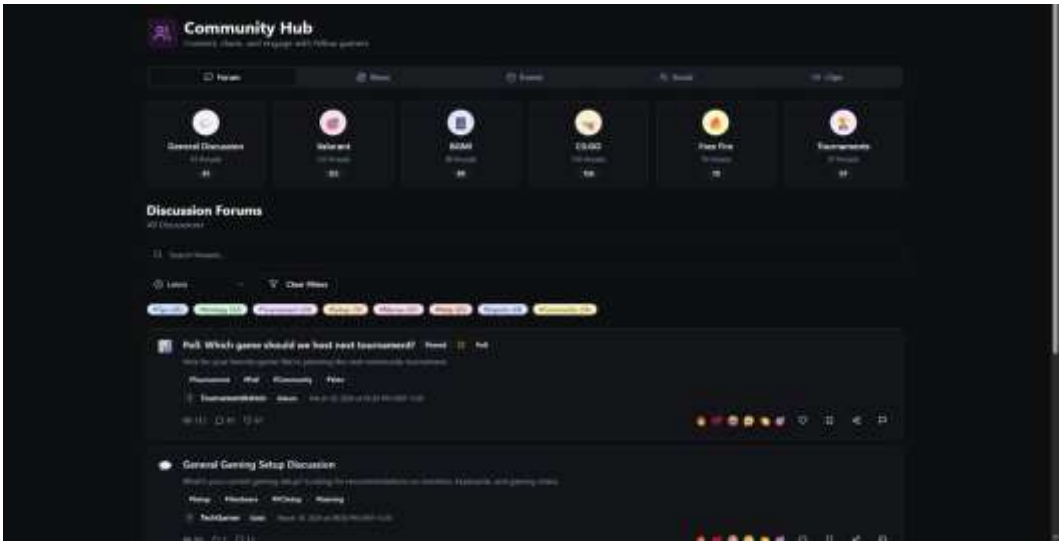

Fig. 6: Community Hub

CONCLUSION

The project “Gaming Is Not a Crime” was successfully designed and developed as an integrated platform that brings together learning, collaboration, competitive participation, and community engagement for gamers. By combining essential features such as game guides, community forums, tourna- ments, player analytics, and developer interaction, the platform provides a unified and user-friendly environment suitable for gamers of all skill levels.

The system enables beginners to enhance their skills through structured learning resources, while intermediate and advanced players can participate in organized tournaments and competitive events. Developers can also host sponsored activities and communicate directly with their audience, strengthening the overall gaming ecosystem. All implemented modules func- tioned effectively, with secure authentication, smooth naviga- tion, responsive design, and reliable analytics supporting user performance.

Beyond its technical functionality, the platform helps ad- dress social stigma around gaming by highlighting team- work, strategic thinking, and professional skill development. Through a focus on inclusivity and community-building, it promotes a healthier and more positive gaming culture.

Overall, the platform met all functional and non-functional requirements, performed efficiently during testing, and demon- strated strong potential for real-world deployment within the gaming and esports domain.

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