

## **CUD** Digital Repository

The full text of this work is not available in the CUD Digital Repository due to publisher restrictions. It can be accessed only through the publisher's website.

Title (Conference Paper)	Playing the video games during COVID-19 pandemic and its
	effects on player's well-being
Author(s)	Noaman, Samar Billi
	Ibrahim, Amer
	Ali, Liaqat
	Iqbal M.W.
	Ashraf, Asma
	Haseeb, Usama
	Muneer, Salman
	Almajed, Rasah
	Hamid K.
Conference Proceedings	2023 International Conference on Business Analytics for
	Technology and Security (ICBATS)
Citation	Noaman, S. B., Ibrahim, A., Ali, L., Iqbal, M. W., Ashraf, A.,
	Haseeb, U., Muneer, S., Almajed, R. & Hamid, K. (2023,
	March). Playing the video games during COVID-19 pandemic
	and its effects on player's well-being. In 2023 International
	Conference on Business Analytics for Technology and Security
	(ICBATS) (pp. 1-5). IEEE.
	https://doi.org/10.1109/ICBATS57792.2023.10111229
Link to Publisher Website	https://doi.org/10.1109/ICBATS57792.2023.10111229
Link to CUD Digital	CUD Digital Repository
Repository	
Date added to CUD	October 12, 2023
Digital Repository	
Copyright	© 2023 IEEE.