



THE OBJECTIVES FOR KEEPING THE MIND AND ITS APPLICATIONS IN ARTIFICIAL INTELLIGENCE E-GAMES AS A MODEL IN COVID-19 TIME

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<https://doi.org/10.26782/jmcms.2020.08.00054>

(Received June 5, 2020; Accepted : August 3, 2020)

Abstract

Artificial intelligence applications, including electronic games, have spread widely in our time among children and young people, and parents have suffered from the disruption of their children from them and the surrounding community due to sitting a lot with these applications and electronic games, especially in light of the pandemic of the Covid-19 virus, and children look at their interests, which leads to their addiction. With the aim of developing their mental abilities while parents consider their interests to spend times and at the same time have many implications for achieving the goal of keeping the mind, and therefore the importance of research lies in clarifying how to preserve the mind through applications of artificial intelligence, interests and spoilers from electronic games and how to achieve them for the objective of keeping the mind, and research aims To define the objective of keeping the mind, artificial intelligence and electronic games, and to clarify its interests and spoils and how to bring interests and ward off evil through legitimate controls in order to achieve the objective of keeping the mind, the researcher used the

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analytical and critical inductive approach by collecting what related to the interests and spoils arising from the applications of artificial intelligence in electronic games on Achieve the intention of keeping the mind and its criticism and how to reduce spoilers by evil controls Consciousness, and the research consisted of preface and two researches, introducing the definition and legitimacy of the goal of mind keeping and artificial intelligence and electronic games, the first topic: the interests and spoils of artificial intelligence applications in electronic games to achieve the goal of keeping the mind, the second topic: legal controls for applications of artificial intelligence in electronic games to achieve a destination Preserving the mind, and a conclusion in it the most important results and recommendations, and the most important results are the importance of knowing the interests and spoils of the applications of artificial intelligence in electronic games and benefiting from these games in a way that achieves the objective of keeping the mind while working to increase its interests and ward off its corruption through the application of legal controls.

Keywords : Objective for Keeping the Mind, Artificial Intelligence, Electronic Games, Objectives of Shariah, Covid-19, Electronic Education.

I. Introduction

Corona virus has spread in the world, which makes it to restrict movement in a large number of countries, which affected the activity of children and young people who have a tremendous enormous energy, finding them an outlet except through applications of artificial intelligence, especially electronic games, which had a great impact on achieving the goal of keeping the mind, which is one of the purposes required For Islamic law, complaints increased by parents, because their children are busy all night and day with electronic games, and there is no other alternative to it in the shadow of the Corona crisis. Also, the problem of children who see great interests in them and that parents want to deprive them of them has emerged, and parents see many evils of these games On the mind, therefore, one of the aims of this research was to clarify the interests and spoils of electronic games. Using the application of legal controls to bring interests and ward off evil from these electronic games. Legitimacy.

The video game market collided at the beginning of 2020 with the emerging crisis of the Corona virus, which led to the cancellation of many global demonstrations, and the postponement of the launch of the new generation of leading devices such as Sony "PlayStation", which is awaiting the launch of its fifth generation, and also the Microsoft "Xbox Series" (Xbox Series X).

On the other hand, the increase in the demand for video games due to quarantine measures in homes, and there are those who went further and took advantage of this global circumstance, to promote games related to the spread of "Covid-19" disease as a game, "Plage Inc.", simulating the way of "Covid-19 ", and it is played in The player guides a deadly fake virus in China and then spread it all over the world to eradicate mankind, this game has attracted more than 130 million players, and topped the electronic game sales recently.

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Before the start of the Corona Virus crisis, the video game market around the world achieved a turnover of \$ 152 billion in 2019, making it one of the most thriving activities recently, according to Newzoo, the online gaming marketplace.

The documentary "The Legend of Video Games", which was broadcast by Al Jazeera Documentary Channel about two years ago, provides us with the most important historical stations that the "video games phenomenon" has gone through, which spread rapidly in less than forty years.

Most reports expect that this entertainment market will continue to develop in the future with the launch of a large and powerful group of games, in conjunction with the unveiling of new devices specialized in entertainment and home play. The period of home quarantine, which included almost half the population of the world, contributed to the increase in demand for home entertainment, especially video games, and before the crisis of the Coronavirus, the number of digital players around the world reached more than two billion people, including those who play for free on phones and computers, and who buys games from stores and digital platforms. And in Italy - one of the countries hardest hit by the Corona crisis - there has been a 70% increase in Internet use since the authorities decided to suspend the study and start sanitary isolation measures, and the country's telecommunications company linked this rise to the demand for "Fortnite" game played directly on the Internet.

In China, the number of players on mobile phones has increased by about 48% since the beginning of the epidemic in December, due to the decline in professional activities and adherence to home quarantine measures and the prevention of gatherings, and often the purchase of new games does not require any transfer to the stores as they are available for download electronically, The "Honor of Kings" game has become one of the most popular games among the Chinese during the quarantine period, and has achieved profits estimated at 286 million dollars per day and the number of users exceeding 100 million.

The online multiplayer gaming platform "Steam" also set a record during the quarantine period in terms of the number of players connected at the same time to the platform, and the number exceeded 20.6 million people. "PUBG" has also maintained its leadership in the applications being downloaded in more than 100 countries, including the countries of the Middle East and North Africa.

As for the company "Microsoft", it revealed that its service "Xbox Live" is exposed to technical problems due to the great pressure on its servers in the period of isolation at home, due to the desire of a large number of users to log in to the service at the same time, which led to the interruption of the service Multiplayer gameplay provided by "XboxLive".

Before the world stopped expecting the "coronavirus" crisis to come, most of the followers were pointing to the beginning of 2020, which will be exceptional in the video game sector, with the launch of the fifth generation of "PlayStation" the most famous game ever, and the new version of the "X" Box, as well as the entry of the company "Google" on the line by unveiling in 2019 the "Stadia" platform for cloud

games on the Internet, which will create the cards of traditional competitors in this market.

In light of the freezing of all projects launching new devices due to the current crisis, this year remains open to all possible possibilities, but the year 2019 witnessed about 10% in the electronic gaming market, and for the first time the United States topped the global market, surpassing China, and games via smartphones Top revenue is around 45% (\$ 68.5 billion), followed by gaming platforms at about 32%, and personal computers at about 23%.

Thanks to the growth in platform games and the impact of the game "Fortnite", "Newsweek" report, specialists revealed that revenues in the United States alone amounted to nearly \$ 37 billion. In exchange for the freeze of the Chinese government to launch new games in China. Japan, through its famous company, Sony, continues to adopt the traditional approach and not keep pace with the global trend towards cloud games. Also, the stores "Apple" and "Google" on more than 300 thousand downloadable games, and both companies earn between 15% to 30% of gaming purchases in mobile devices, which is the most important in the video game industry, while the value of public spending exceeded These e-commerce games have \$ 70 billion, as the seventh class of purchases acquired in the digital world.

II. Legitimacy of the Objective of Mind Preservation, Artificial Intelligence and Electronic Games

II.i. Objective of Keeping the Mind and Its Legitimacy

The objective: to straighten the path, including the words of God Almighty: "And God intended the path" [Al-Nahl: 7], meaning the correct path, and the meaning of justice was said to God Almighty saying: "And I mean in your way" [Lokman: 19] It may come in the sense of mediation as in the Almighty saying: "Some of them are unjust to themselves, and some of them are frugal, and some of them are former with good" [Fater: 32]. The Almighty said: "By deliberate travel" [At-Tawbah: 42] "That is, it is easy to know the ways" [III].

The objective of preserving the mind is the ruling that the Shariah wanted from its provisions that lead to achieving the purpose of keeping the mind and one of the means of preserving the mind: its use in thinking, reflection, and lack of blind imitation [X]. One of the means of preserving the mind is to urge sound thinking, and from keeping the mind seeking knowledge to develop human thinking, there is no doubt that the development of thinking is a goal that modern education seeks, and it is an important goal pursued by all contemporary regimes [I]. His thoughts. The importance of thinking lies in distinguishing between sound and improper evidence, freedom from personal whims, developing a scientific trend, relying on evidence and evidence, and striving to achieve sound results.

So thinking is a blessing from God that is upon us, and we all possess energies in intellectual creativity, but we do not use them, and we live in captivity, our customs and thoughts that are always recognized, so we must renew our ideas, and know that innovation is not limited to a person without a person but we are all creative, but our fields are diverse, The thinker has several characteristics, including: he trusts himself

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and his ability to achieve his goals, rejects conclusions without proof and correct evidence, does not consider theories to be Muslim, stays away from routine, perseverance that do not yield easily, does not like to submit to the authority of others and does not believe in the existence of absolute rightness or absolute error, Tends to research uncertainty, endures ambiguous situations, and may suggest ideas that others may not accept; Because they are not accustomed to it, and does not let his ideas pass quickly but rather discusses others to develop them, does not imitate others, is characterized by independence, is enthusiastic about his ideas, strives to organize it, possesses an ability to analyse and infer, raises many questions, and connects his new and old experiences, and has a degree of intelligence, has a wealth of words, has a tendency to help others, has a positive perception of them, has acceptance of himself, avoids mental rigidity, and encourages mental openness and disagreement in opinion [IV].

II.ii. Definition and Legitimacy of Artificial Intelligence

There are many definitions of artificial intelligence, including: Inventions, discoveries and systems that mimic human capabilities [VI]. Science that contains computer programs that have certain characteristics that cause them to mimic human mental capabilities [XX]. Machines can perform tasks in an intelligent manner that is not only programmed. Machine learning allows software applications to become more accurate in predicting results and can do this on their own without constant supervision, followed by deep learning which is highly accurate [V]. Artificial intelligence applications can be defined as programs that can mimic a person's mental abilities to do some tasks. It is permissible and legitimate provided that they are means to achieve legitimate purposes and work to achieve people's interests and ward off evil from them; because it is one of the modern means that helps a person achieve his tasks.

II.iii. Definition and Legitimacy of Electronic Games

It has several definitions among scientists, including: they are digital games that work with modern technology and they have many types of simulation games, blogger games, trade simulation, management simulation, simulation of raising pet animals, chess, table game, role-playing, and many, many more [VII]. They are games that are played on electronic devices in order to achieve fun and entertainment through interactive activity between the user and the game. [IX] It is a human-machine interaction for education or entertainment, etc. It has gone through six stages until 2003 and electronic games are an advanced stage of video games.

It has several areas, including: games on mobile phones, on the computer, on the Internet, on arbitration boards, general electronic games in general, including mono and multiplayer games [VIII]. Gameplay is legal, be it conventional or electronic, with controls to achieve interests. We find play in Surat Yusuf, peace be upon him, just as Jacob did not prevent him from playing {send him with us tomorrow that he will be afraid and play and I will keep him} [Yusuf: 12].

What came to encourage playing in general is what came from Abu Hurairah - may God be pleased with him: When he sat, he put one on his thigh and the other on his

other thigh ...” (Ahmed brought it out, and Al-Haythami corrected it). And Abdullah bin Shaddad, from his father (Shaddaadibn may Allah be pleased with him) said: We have the Messenger of Allah came peace be upon him in one of my prayer dinner and is well pregnant or Husayn came the Messenger of Allah peace be upon him and put it, then the large prayer He prayed knelt between dorsolateral his prayer prostration Abu Othalha said: I lifted up my head and if the boy on the back of the Messenger of Allah peace be upon him he knelt, she went back to pray, when he spent the Messenger of Allah peace be upon him prayer people said: O Messenger of Allah, you knelt between dorsolateral prayers prostration She prolonged it until we thought that something had happened or that it was revealed to you who said: “All of that was not, but my son refrained from disbelieving.” (Narrated by Ahmad and Al-Nasa’i, and authenticated by Al-Albani).

And on the authority of Ibn Masoud - may God be pleased with him - he said: The Prophet - may God bless him and grant him peace - used to pray and Hassan and Al-Hussein clenched on his back and people would take them, so he said: Let them be with my father and they are my mother, whoever loves me should love these two (Narrated by Ibn Hibban and Abu Ali, and Hassan Al-Albani). And on the authority of Abdullah bin Al-Hareth - may God be pleased with him - he said: He was - may God bless him and grant him peace - describing Abdullah and Ubayd Allah - from the sons of Abbas - then he says: Whoever precedes to such and so and so, he said: so they stay before him and they fall on his back and chest and kisses them (Narrated by Ahmad, and weak by Albani).

And when the Prophet - may God bless him and grant him peace - married Aisha - may God be pleased with her - she was young; Therefore, he - may God bless him and grant him peace - was giving her the right to have fun. He authorized her to see Abyssinia playing with spears in the mosque (Narrated by Al-Bukhari), and he preceded it once and preceded it, then preceded it after carrying the meat and preceded it, so he said - peace be upon him -: “This is that” (Narrated by Abu Dawood and Ahmad, and others and authenticated by Al-Albani). All of the hadiths illustrate Islam's interest in playing games because of its great benefits in preserving the mind, soul, etc., and teaching new skills to a person that he needs in his working life.

III. The Interests and Spoils of Artificial Intelligence Applications in Electronic Games to Achieve the Intention of Keeping the Mind

III.i. The Interests of Artificial Intelligence Applications In Electronic Games to Achieve the Objective of Keeping the Mind

There is no way but with interests and spoilers, and electronic games are means to achieve goals, and therefore have interests and spoilers, and among their interests:

- Play is important and has many social, physical, psychological, behavioural, and other functions [XI], whether it is playing in a traditional or electronic way, especially after the traditional games between children are not possible due to the Corona virus.

Males accept electronic games more than females because of the nature of sexual differences, girls prefer quiet games, males prefer games that are exciting to think, violence and excitement, girls love social interaction games while males love planning games and solve problems and win, and there are teams currently in the thinking of children (digital generation) Adult thinking when they were old, therefore it is preferable to direct children to purposeful educational games and the cooperation of teachers with programmers in designing useful games for children and children can be involved in their design, and studies need to know the impact of these games on children's thinking and how to develop multiple intelligences and others through these games Considering that it is a useful tool [XVI]

- The skill of searching for information and learning other languages [II] These electronic games encourage children to search for information in their own way and increase the skill of learning some foreign languages that are difficult for them in the school field by traditional methods.
- Developing critical thinking skills These games encourage children to implement their critical thinking and analysis and develop their cognitive abilities, and develop cognitive abilities and memory and have a positive role in the process of problem solving and decision-making in which they develop thinking through the educational process and opportunities to discover and increase opportunities Learning [XXV] and a means of entertainment and recreation.
- Increasing the skills of dealing with modern technology, it has a role in positive education as a modern and important technology to save time and effort in education and through studies carried out between two groups, one directed to purposeful games and the other to non-purposeful games shows that there is an effect of these games in developing the problem-solving skill [XXIV].
- These electronic games work to discover the child for himself and learn new things, and to solve his own problems by thinking, and works to improve the child's vitality in the love of science and knowledge and increase the focus away from the boring repetition of science in schools.

III.ii. The Evils of Artificial Intelligence Applications In Electronic Games to Achieve the Intention of Keeping the Mind

At the same time that there are many interests for electronic games, so too there are many evils, so the means are not without interests and evils, and from these evils:

- Destruction of children's behaviour and moral problems that affect their mental thinking as a result of bad thinking and the impact of these games on the mind, some of these games lead to the spread of moral spoilers, sexual immorality, bad words and values contrary to society and law by affecting the child's mind-set, which negatively affects the personality of children in a direct and indirect way [XIV].

Isolation and imaginative thinking [XXI]. This negatively affects the achievement of the intention of keeping the mind by not real thinking, the abundance of electronic games, with the presence of many spare time for children and the preoccupation of

parents. This leads to increasing the isolation of children and living in hypothetical thinking that is far from reality, thus losing them many mental social skills.

- Decreased athletic activity, which has a negative effect on the mind, for a healthy mind in the seamless body, there is a study conducted on 450 students that reveals a decline in sports activity for those who play video games [XIX] other than those who do not sit much in front of these games, the teenager needs to diversify his activities to what is paid for him Boredom and gives him the skill to plan for his future.
- Negative effect on academic achievement and the mentality of children, as there has been a weakness in academic achievement for those who prolong play with these games beyond the reasonable limit [XVIII].
- The problem of electronic games addiction has a negative impact on children's minds. The problem of children's addiction to these games has emerged, which needs urgent treatment, so countries are seeking to treat the problem of addiction [XXII].
- Health effects on hearing and eyesight on children, which negatively affects their thinking and mental powers. Children who sit long in front of these games suffer after a period of frequent diseases and poor hearing and sight, which affects their physical and psychological health and mental disorders [XVII].
- The weakness of the time management skill [XXIII]. Frequent persistence in these games causes children to lose realistic thinking about how to manage their time correctly. There are many games that need to pass many stages to win, and that is why children lose the skill of managing their time, so times are lost in front of these long games.
- The weak family communication and the selfishness of children the weak communication between the child, his family and the community negatively affects his mental thinking, which makes him selfish only thinks in the interest of himself only. Problems and great conflict between children and parents appear due to the weak family communication due to the children sitting in front of the games very long times which affects their communication with the rest of the family correctly [XV].
- School violence one of the evils of electronic games is the phenomenon of violence, due to the frequent viewing of violent games, which negatively affects the mind-set of children and their thinking lies in how to harm others to achieve their personal interests, as children watch a lot of electronic games that contain scenes of violence that made them imitate them in school and at home and use Violent means to harm others by killing or harming them, as in games.
- Reluctance to go to libraries and read in books, as a result of children's preoccupation with these games and their aversion to reading in books and going to libraries or increasing their information.
- Some of these games address the subconscious mind without awareness and control children's thinking and live in a virtual world always away from reality

From the above, several aspects of the interests and spoils arising from electronic games have appeared, which affect the achievement of the goal of keeping the mind, which is an important purpose of Islamic law, and we cannot reduce these spoiling only through the application of legal and intermediate controls and controls in dealing with electronic games.

IV. Legitimate Controls for Artificial Intelligence Applications in Electronic Games to Achieve Mind Conservation

Among these legal controls to reduce the spoils of these electronic games:

- Moderation and moderation in the use of artificial intelligence applications in electronic games, which does not negatively affect the mentality of children.
- Avoid placing images that violate the values of society and religion and that work to demolish the constants in the minds of children and youth.
- Do not play games that have adventures and violence, especially in the late night, while working to reduce them, especially for young people.
- Preventing assault on others and the relationship is good with them after playing.
- Games are not used at the time of studying unless they are purposeful educational games and all this helps to achieve the goal of keeping the mind [XIII].
- Children should be encouraged to replace electronic games with games that develop imagination, awareness and hobby
- The officer "satisfied with the minimum of two evils is not satisfied with both of them" and this officer is important; Because it restricts children's behaviour when playing electronic games with others by not harming them, and if others are satisfied with some kind of harm, it does not mean that they are satisfied with what is higher than them, and the parents 'satisfaction with children playing these games does not mean that there is little damage previously and as a result of the Corona virus conditions they are satisfied with increasing these damages to their children with games Harmful new or updates that adversely affect the achievement of the goal of keeping the mind or in the event that there are alternatives to children's energy, it is not correct for electronic game design companies to intentionally harm others, but they can design electronic games that are beneficial to children, which leads to increasing interests and reducing spoilers in order to achieve the goal of keeping the mind [XII].

Damage officer is not out of date. That is, if the parents previously agreed to these games and allowed the children to have specific times to use them, then it does not mean that they continue to do so if it proves its harm or if a new update of the game appears that turns its interests in keeping children's minds into spoilers, the damage is not left because it was old.

- An officer who bears the special damage in order to pay the general damage. The companies designed for electronic games earn a lot of money from behind these games, and the meaning of the many profits does not continue to design games that are harmful to the minds of others. The private incurs to pay the general damage

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related to the corruption of the mind and its harm. Therefore, it is proposed to develop an Arab-Islamic classification for electronic games, according to age levels.

In addition to developing a document on intellectual property rights for electronic games software, and working to create electronic games that serve the purposes of Islamic law, especially everything that helps achieve the intention of keeping the mind with a focus on moderation in the use of legitimate means so as not to exceed their limit in a way that leads to public spoilers.

V. Conclusion and Recommendations

Of the necessary intentions for the purposes of Islamic law is the goal of preserving the mind, and all the means that work to preserve the mind and its development, whether through artificial intelligence applications or electronic games, are initiated. Among the interests of artificial intelligence applications in electronic games to achieve the goal of keeping the mind: play is important and has several mental benefits for developing various kinds of thinking skills, developing the skill of searching for information and learning languages, and increasing the skills of dealing with modern technology that helps develop the thinking of children and youth.

One of the evils of the applications of artificial intelligence in electronic games to achieve the goal of keeping the mind: destruction of sound behaviours and mental moral problems, isolation and imaginative thinking, a decline in sports activity that negatively affects the mind, negative impact on academic achievement, addiction problem, health effects on hearing and sight on children This affects their mental strengths and correct thinking, poor time management and family communication skills, increased school violence, reluctance to go to libraries, read books and increase information. Among the legal controls for the use of electronic games: moderation and moderation in the use of these applications, the practice of games where adventures and violence are not late in the night, games are not used at the time of studying unless they are educational games aimed at, children should be encouraged to replace electronic games With games that develop imagination, awareness, and hobbies, satisfaction with the minimum of two harms is not satisfaction with both of them, the rule of harm is not out of date, a rule that bears special harm to pay for general harm

The research recommends that the importance of activating the role of the family and the school in guiding and controlling children in the use of electronic games. Directing toy manufacturers to make purposeful games for children. Teaching electronic games in educational curricula and in schools to educate children about how to use them by bringing their interests and staving off their spoilage while using the benefits from them.

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