



FEATURES OF COMPUTER GAMES DEDICATED TO THE WAR IN UKRAINE

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In today's world, gaming is becoming not only an entertainment format, but also a media tool for shaping worldviews and showing empathy. The topic of games dedicated to the war in Ukraine and their impact on public opinion deserves special attention. Games, as a media form of expression, can evoke emotional reactions and influence the perception of events that occur in the real world.

When creating games, developers can use a variety of the latest technologies to improve gameplay, graphics, sound, and other aspects of the game:

- the use of artificial intelligence (AI) to create intelligent NPCs (non-player characters) that have their own intelligence and behaviour, can react to player actions, make strategic decisions, and fight battles; AI can analyze players in real time, determine their strengths and weaknesses, and change the strategy accordingly to increase the chances of winning, make intelligent traffic of AI-controlled vehicles, control character behaviour, reaction to extreme weather conditions, etc., which improves gameplay and realism of the game environment;

- the use of augmented reality (AR) technology allows players to interact with virtual objects in the real world through a smartphone camera or AR headset. For example, AR can help to create immersive battle scenarios in real-world locations. Players can take part in virtual combat operations using AR to overlay military objects and enemy forces on the real environment or control virtual drones or tanks displayed using AR;

- virtual reality (VR) games create a fully immersive gaming environment where players can interact with it in three-dimensional space using special headsets. Players can interact with virtual objects, perform combat missions and feel the tension of combat operations that are recreated in three-dimensional space, VR can serve to train military skills and tactical strategies;

- the use of machine learning technology allows for the creation of adaptive gameplay, intelligent opponents, and realistic character behaviour [1].

These new technologies help developers create more innovative, immersive, and immersive war games that can cause significant emotional stress and affect the mental state of players, especially through realistic depictions of violence and suffering. On the other hand, they can help to establish psychological contact between civilians and soldiers of the Armed Forces of Ukraine, illustrating the importance of their efforts and dedication. War games can help gamers gain an understanding of the experience of soldiers, war veterans or survivors of occupation or life in a war zone and be used as a tool for rehabilitation and overcoming psychological trauma. In particular, the Ukrainian project "The Point of No Return" is designed to promote understanding of the problems faced by Ukrainian defenders in the war and help them cope with mental and emotional trauma [2, 3].



The emotional experience of the games activates the formation of a civic position, promoting a sense of patriotism and stimulating interest in events in Ukraine. Players can be presented with moral dilemmas that affect their perception of real-life situations. Interaction with the characters can include ethical aspects such as respect for human rights, humanitarian values, and reflecting the consequences of war. Players' empathy for the suffering of the civilian population can influence the perception of war in society and attitudes towards Russia's foreign policy, especially for foreign gamers who are far from the frontline.

Large gaming campaigns can become an important media tool for shaping the worldview of society. Games can be used to shape public opinion, to interpret events at the front and in the rear, raising questions of ethics and responsibility. Games can be used as a platform to mobilize and engage players in supporting certain ideas. To ensure the healthy development of a gaming culture, it is important to adhere to ethical standards and avoid using games for manipulation, instead encouraging players to think critically, debate participate in the events taking place in Ukraine.

Computer games can draw the attention of a certain part of the world community, especially young people, to the situation in Ukraine, including the violation of human rights in the occupied territories, the problem of rebuilding cities and towns after bombings, as well as the psychological problems and post-traumatic stress syndrome of many Ukrainians. Many developers of games dedicated to the war in Ukraine make donations, giving part of their profits to the needs of the Armed Forces and calling on gamers to support the country or to support civilians, restore and demine the liberated territories, treat the wounded, and other needs. War games that promote awareness and involvement in such initiatives can be used as an effective tool in informational support of such events.

The gaming industry that produces games about the war in Ukraine has a special social responsibility. Firstly, it is important to take into account ethical aspects and not to use military conflicts as a means to increase sales. Secondly, developers can use their games to spread information and raise awareness about the real events in Ukraine.

Conclusions. Games about the war in Ukraine have a significant potential to shape the worldview and attitudes towards the Russian invasion, but require great responsibility and ethics from game creators in presenting real-life situations. This opens up opportunities for positive influence, but also imposes an important task on developers to create games that help raise awareness and develop empathy among players.

References

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