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(51) International classification	:G06N0020000000, G16H0050300000, G06V0020100000, G16H0050200000, G06F0003048400	(71) <b>Name of Applicant :</b> <b>1)NOIDA INSTITUTE OF ENGINEERING &amp; TECHNOLOGY</b> Address of Applicant :19, Knowledge Park-II, Institutional Area, Greater Noida – 201306, Uttar Pradesh, India. Uttar Pradesh India
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(57) Abstract :

The invention discloses an AI-powered system for detecting online gaming addiction behaviors. The system comprises a user interaction module (101), data preprocessing unit (102), behavioral analytics engine (103), machine learning model (104), risk detection module (105), and alert and reporting system (106). By capturing real-time gaming data, processing it through advanced analytics, and generating addiction risk scores, the invention enables timely detection of compulsive gaming. Adaptive intervention strategies are provided through alerts and reports, safeguarding user health while promoting responsible gaming practices.

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