

Video Gamer Aggression



“Games don't make me angry”

▶ <https://www.youtube.com/watch?v=frhm0BQy0m4>

The Concept: Research Proposal



- ▶ Was I getting angrier?
- ▶ Am I an angry person?
- ▶ Long sessions of gaming seemed to make me more irritable
- ▶ Was I the only one?

Literature Review

- ▶ “Differential Neural Recruitment during Violent Video Game Play in Violent- and Nonviolent-Game Players” By Gentile, Swing and Anderson
- ▶ Seven of the participants preferred violent games and six non-violent games.
- ▶ During their sessions they would be placed into an MRI machine to measure how their brain reacted.
- ▶ They would play one version for 45 seconds, rest for 30 seconds, play the next version, rest, and switch versions again. They did this for 7 minutes and 30 seconds.
- ▶ Found positive and negative affects of playing violent video games.

Brainstorming ideas

- ▶ How do we run our own unique test
- ▶ Can we put together something together
- ▶ What game/console would be used
- ▶ How will we gather data
- ▶ What tools do we use to gather data

Why Halo?

- Very popular game
- Not as violent as most
- People have been playing for years
- Easy to get used to



HALO MASTER CHIEF TOURNAMENT

UVU Student Life and Wellness Center – Gaming Center

4x4 Team Slayer

Gifts for all participants – Grand Prize winning team!!!

March 14, 12:30 P.M??

Email: uvuhaltourn@gmail.com

Facebook: <https://www.facebook.com/groups/uvuhaltourn>



Putting together a tournament?

How to implement our idea?

- ▶ How to put it together
- ▶ So many people in one place, how to accommodate
- ▶ Equipment
- ▶ How to get people involved
- ▶ Tournaments have prizes

Our Solution

- ▶ Reach out to UVU Game Center
- ▶ More than enough equipment
- ▶ More than enough space
- ▶ UVU Intermural program
- ▶ We provide a grand prize

Player Input: Our testing method

Before Tournament:

Contestant Questionnaire:

Contestant Number: _____

What is your gender?

- Male
- Female

What is your age?

What is your highest form of education?

- High school
- Associate's degree
- Bachelor's degree
- Higher

How many hours a week do you spend on video games?

- 0-1
- 1-4
- 4-5
- 5-8
- 8 or more

How many years have you been playing video games?

	Strongly Disagree	Disagree	Agree	Strongly Agree
I feel tense				
I am annoyed				
I am angry				
I want to hit something				
I feel short of breath				

Once more we want to make certain you are aware that the tournament will be video recorded and photographed. This will be for research purposes only.

Observer: _____

Round: _____

Station: _____

Team Observed: _____

Time: _____

Victor and score: _____

Observations during round:

Observation of Individuals:

Some common signs of anger are: teeth grinding, fist clenching, flushing, paling, sweating, and muscle tension.

Player number

_____:

Common sign of anger: _____ frequency: 1 2 3 4 5

_____:

Common sign of anger: _____ frequency: 1 2 3 4 5

The Tournament



Observation

- ▶ What signs of aggression
- ▶ Physical/Verbal
- ▶ Quantify the aggression
- ▶ Most aggressive
- ▶ Teamwork/Cooperation

Observer: _____ Round: _____

Station: _____ Team Observed: _____ Time: _____

Victor and score: _____

Observations during round:

Observation of Individuals:

Some common signs of anger are: teeth grinding, fist clenching, flushing, paling, sweating, and muscle tension.

Player number

_____:

Common sign of anger: _____ frequency: 1 2 3 4 5

_____:

Common sign of anger: _____ frequency: 1 2 3 4 5

Observation

- ▶ Signs of aggression
- ▶ Player given a number
- ▶ Frequency
- ▶ Notes
- ▶ Teamwork

Observer	Walton			Ferron		
Round	2			2		
Team	3			4		
Victor	Victor			Loser		
Player	10	Very verbal, frequent utterances directed to other team.	5	13	Most kills, most aggressive, very verbal, and lots of trash talk.	5
Player	11	One utterance, most kills. Most composed of group.	4	8	No verbal outbursts and no real body language.	5
Player	12	Frequent verbal utterances mostly of confusion. Tongue hung out of mouth.	5	1	Frequent repositioning	5
Player	15	Random giggling and grinning. Kept shaking head.	5	3	Sarcasm and frustration	3
Aggressive	12	Most aggressive		13	Most aggressive	
Verbal Threats	-	-	-	-	-	-
Team Work	3	Three worked as a team, the fourth was new.	5	4	Frequent communication amongst each other.	5

Questionnaire Form

- ❑ Before the tournament
- ❑ After each match
- ❑ What we wanted to capture

Before Tournament:
Contestant Questionnaire:
Contestant Number: _____

What is your gender?
Male
Female

What is your age?

What is your highest form of education?
High school
Associate's degree
Bachelor's degree
Higher

How many hours a week do you spend on video games?
0-1
1-4
4-5
5-8
8 or more

How many years have you been playing video games?

	Strongly Disagree	Disagree	Agree	Strongly Agree
I feel tense				
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Once more we want to make certain you are aware that the tournament will be video recorded and photographed. This will be for research purposes only.

Set-up

Television

12

7

2

14

Set-up

- ▶ Halo: Master Chief Edition
- ▶ 4x4 Team Deathmatch
- ▶ 50 kills
- ▶ 10 min matches
- ▶ Randomized maps
- ▶ Double elimination

Participants

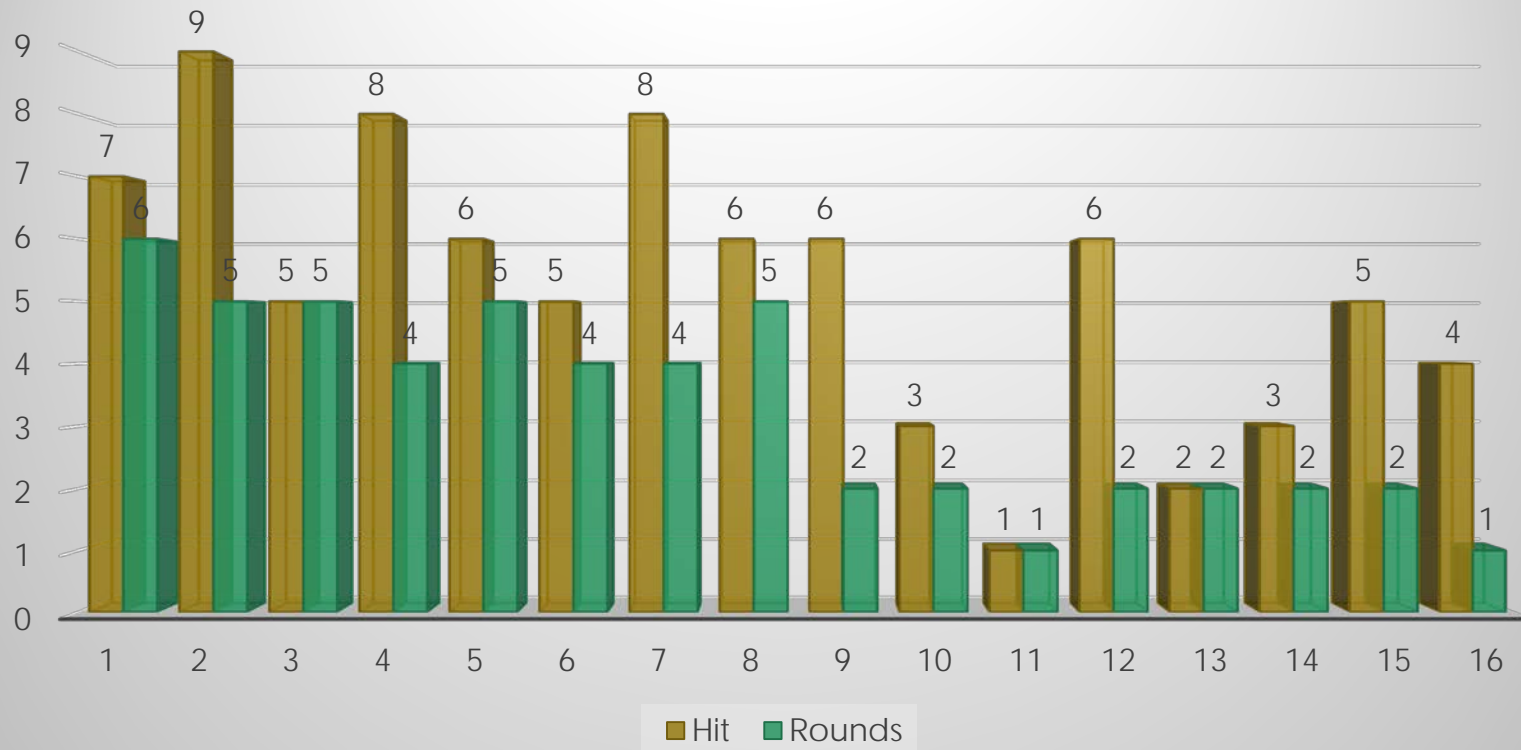
Age	Education	Weekly	Years
18	HS	1-4	12
18	HS	4-5	10
18	HS	4-5	3
18	HS	1-4	2
22	AS	4-5	18
23	HS	8+	18
23	AS	1-4	17
24	AS	1-4	16
25	BS	8+	24
26	HS	4-5	13
27	BS	4-5	15
28	HS	4-5	24
28	BS	1-4	16
29	BS	5-8	26
35	BS	0-1	25
42	HS	0-1	35

- ▶ Under the age 25
- ▶ High school graduates
- ▶ Split between 1-4 & 4-5
- ▶ Have been actively playing most their life

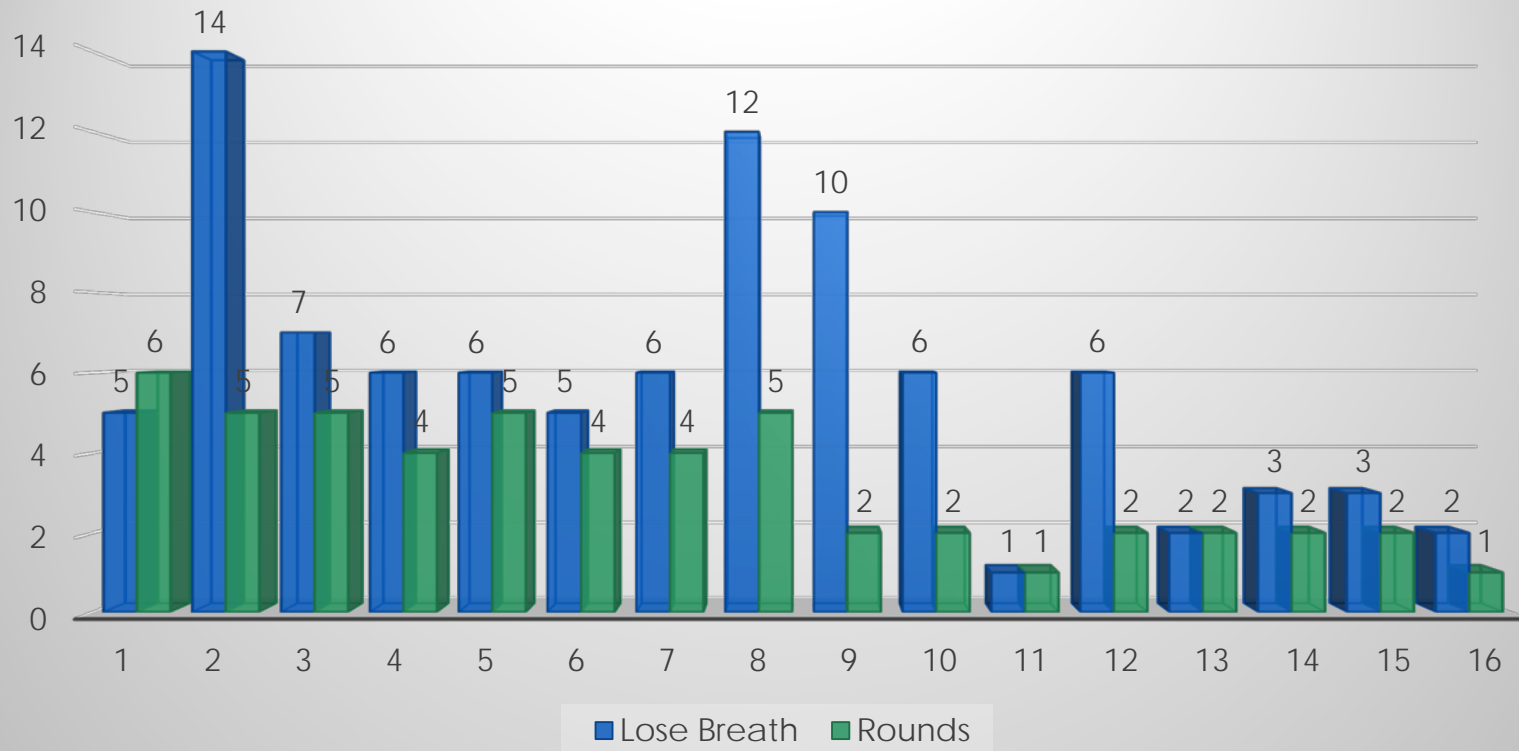
How to record

- ▶ Each player was able to play at least twice
- ▶ Some players had to leave early
- ▶ Ranked 1-4
- ▶ 1 being strongly disagree, 4 strongly agree

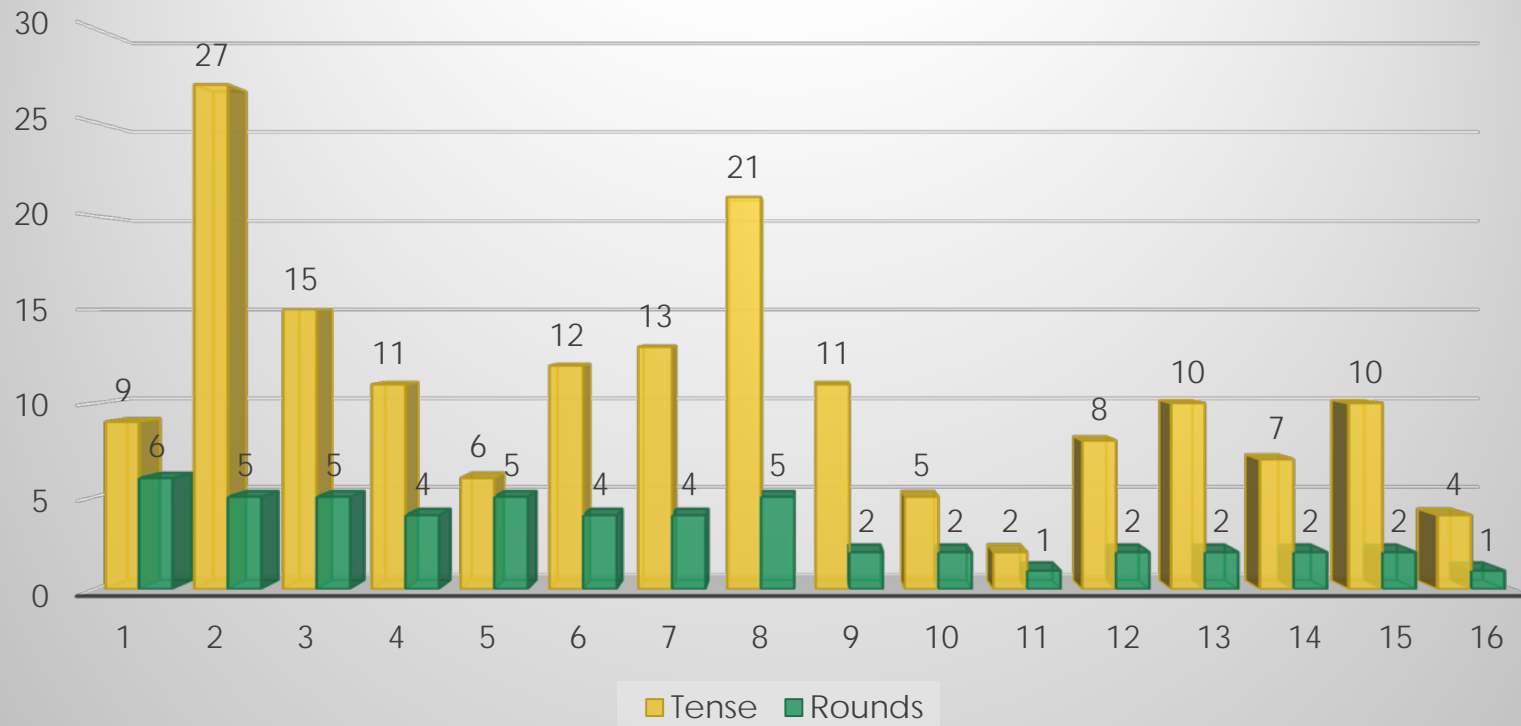
Emotions



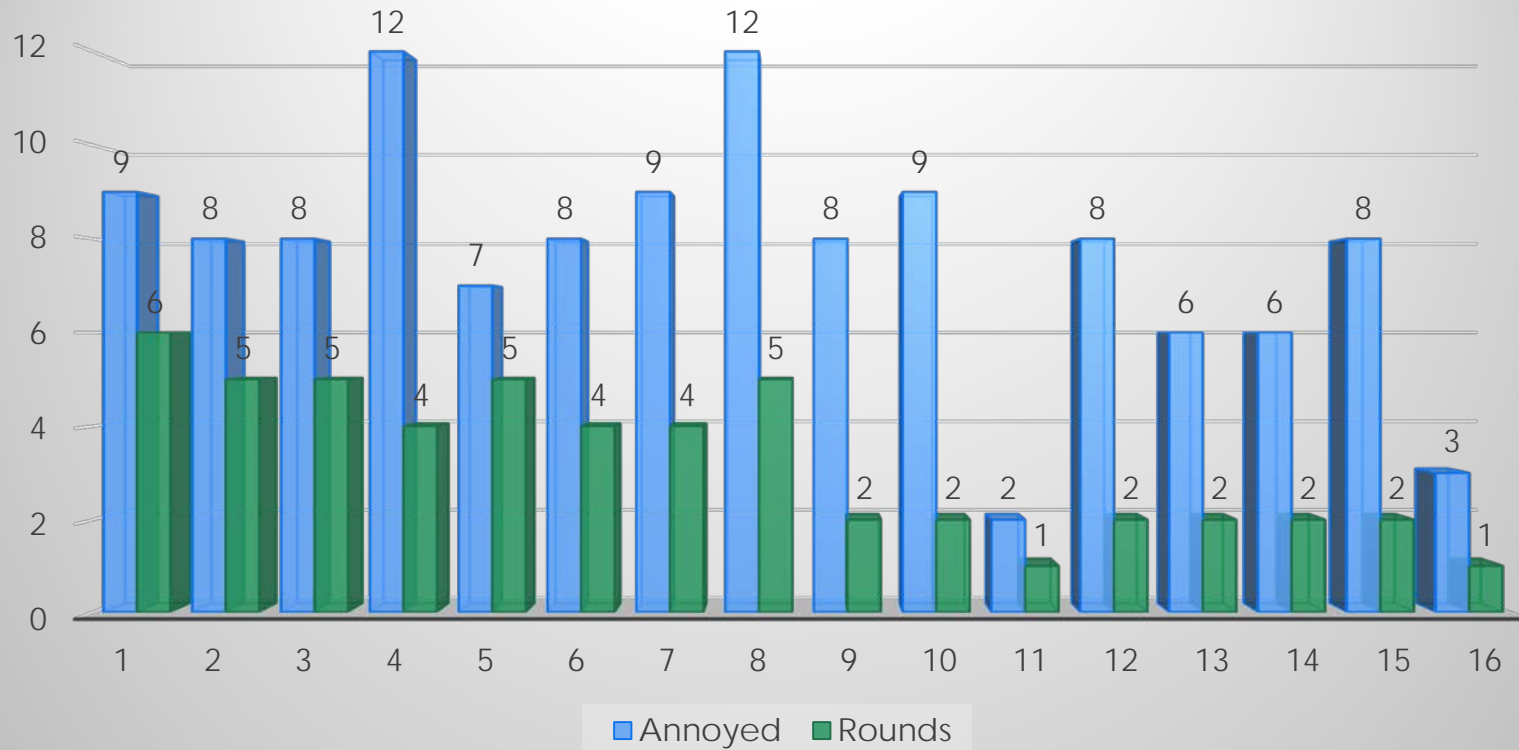
Emotions



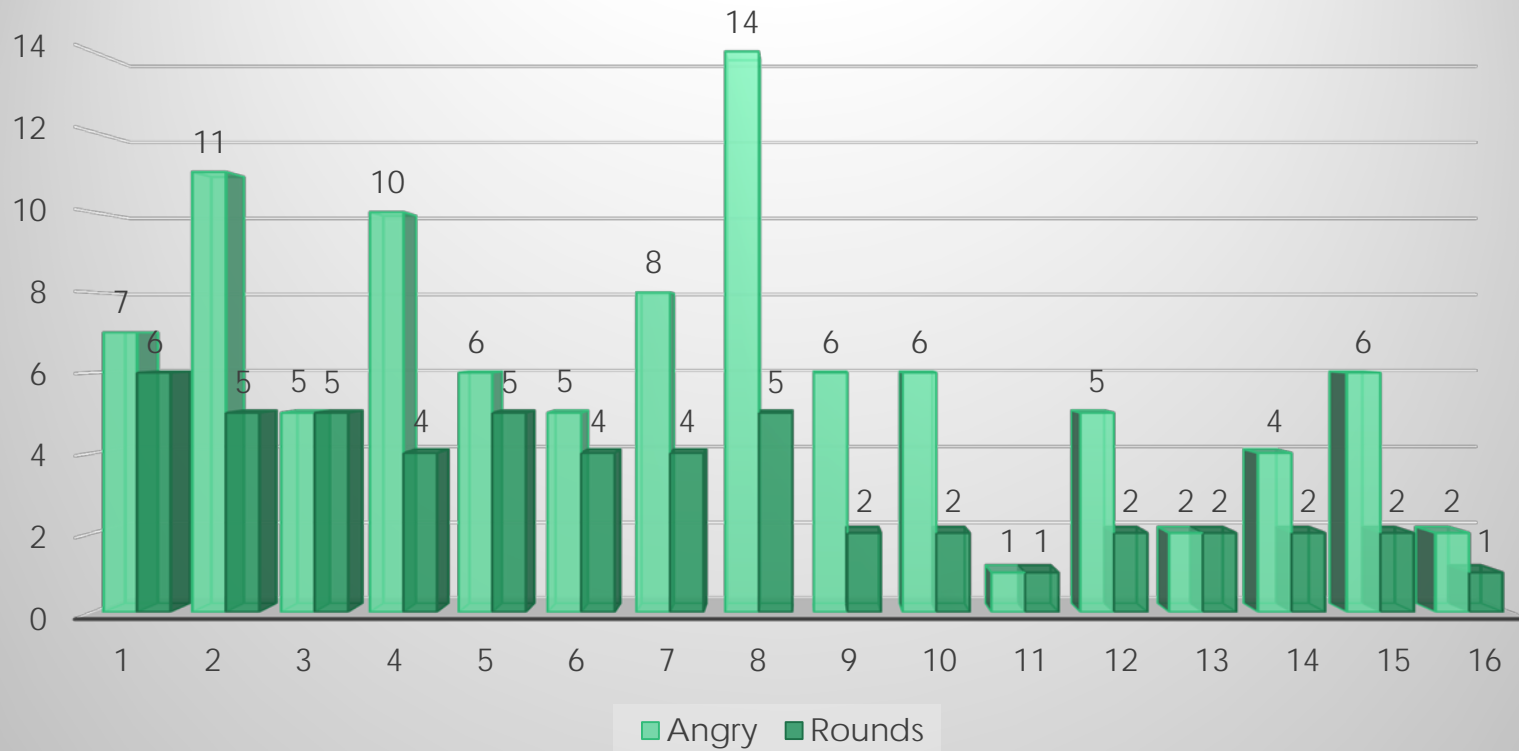
Emotions



Emotions

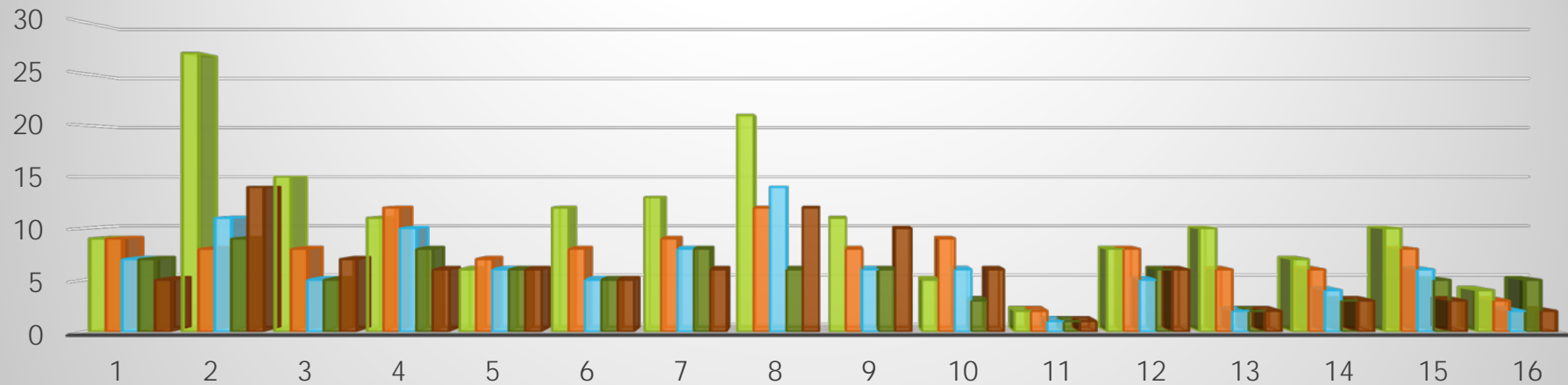


Emotions



Our findings

Data Collected



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Tense	9	27	15	11	6	12	13	21	11	5	2	8	10	7	10	4
Annoyed	9	8	8	12	7	8	9	12	8	9	2	8	6	6	8	3
Angry	7	11	5	10	6	5	8	14	6	6	1	5	2	4	6	2
Hit	7	9	5	8	6	5	8	6	6	3	1	6	2	3	5	5
Lose Breath	5	14	7	6	6	5	6	12	10	6	1	6	2	3	3	2

Data breakdown: Observation vs. Questionnaire

- ▶ 10 out of 16 (62.5%) thought they were less angry than what the observer recorded
- ▶ 5 out of 16 (31.3%) had very low aggressive signatures
- ▶ Teamwork always won
- ▶ People were not as consistent as thought (get angry one match, a little more calm in others)
- ▶ No threats (real) threats were made
- ▶ Did not become violent



Video Gamer aggression

THE PROCESS TO THE CONCLUSION OF OUR FINDINGS

Preparing for the tournament:

- ▶ Trevor created the Participant Questionnaire and the Observer Template
- ▶ Danny and Preston, with the assistance of Professor Duffin, worked on contacting and coordinating with the Wellness Center and Intramurals for the tournament.
- ▶ Preston also worked on the final IRB application and the flyer.
- ▶ Catherine worked on the Informed Consent form.

Change of venue:

- ▶ Initially the tournament had been planned to take place at the Wellness Center in their gaming center.
 - ▶ Difficulties contacting and working with the Wellness Center's gaming center.
 - ▶ Difficulties setting an acceptable date for the majority researchers to be present and coordinate with the Wellness Center.
 - ▶ Restriction on who could participate (only UVU students could participate)
 - ▶ Lack of advertising and interest from students to participate.
 - ▶ Limited remaining time to conduct the project.

Change of venue:

- ▶ Moved tournament to a private location
 - ▶ No longer needed to work with the Wellness Center
 - ▶ Could set the date for when it would work best for the researchers.
- ▶ Opened participation to friends, family, and anyone else who would want to participate.

Day of the tournament:

- ▶ What was unanticipated?
 - ▶ Didn't have the second gaming system in the expected outlined timeline.
 - ▶ Lack of participants.
 - ▶ Participants came and went making it difficult to maintain the tournament and people on the same teams.
 - ▶ The Participant Questionnaire and Observer Template had unexpected flaws:
 - ▶ Participant Questionnaire:
 - ▶ After each round, participants found it difficult to use the one table provided to note how they felt.
 - ▶ Observer Template:
 - ▶ Difficulty ranging the varying emotions and reactions of each player.
 - ▶ Difficulty identifying the varying signs and frequencies of each emotion and reaction.
- ▶ Each round, the observer noted observations differently and we weren't as conformed as wanted.

Day of the tournament:

- ▶ What went right?
 - ▶ Participants provided fair feedback that helped create sufficient information to present.
 - ▶ Observers were able to find a range of information that can be broken down and studied differently.
 - ▶ Participants and Observers worked well with what they had.
 - ▶ Researchers were able to correct or work with unanticipated difficulties to still gain the desired knowledge.

What we learned and what can be done differently or improved:

- ▶ In the future, for such a study, researchers need to have the paperwork turned in within the first month of the semester and approval before the end of the second month.
- ▶ When working with the University to set up an event, it is necessary to contact them within the first month to start contacting the proper authoritative persons and coordinate possible future dates.
- ▶ Once you have IRB approval, set a date far enough out that you can sufficiently advertise for the event/tournament.
- ▶ If delegating the roster to an outside party, communicate with them and leave them sufficient instructions to dispel confusion and provide them a contact number to call when questions arise.
- ▶ When bringing in outside equipment for an event, have it the day before to prevent delays on the day of.
- ▶ Simplify the Participant Survey even more so that it is more participant friendly, i.e. adjust the tables to include borders, and create boxes for each anticipated round.
- ▶ Adjust the Observer Template to be more compatible with the Participant Survey and create tables for the observer that can better unify and conform what observers are noting and the varying frequencies found.

Overall:

- ▶ Of the sixteen participants, we as researchers were able to make small findings that provided a small proof of increased agitation and aggressiveness. In further conclusion, if the studied is continued in a bigger setting, with more participants, it could be found that gaming does in fact agitate and make gamers more aggressive, especially in a tournament setting.
- ▶ Proof that gamers progressively become more agitated and may be unaware of such state of mind while gaming is one particular gamer. This gamer, after the first round, happened to catch the observers notes about the participants and saw that the notes concerning. The participant hadn't noticed what they did while gaming. So in future rounds this gamer attempted to correct how they acted, unsuccessfully.