

Research Question:

What features do RPG Maker VX Ace scripters believe to be part of a universal or ideal set-up for an RPGM script?

Research Methods:

To answer this question, I plan to use interviews and observations. Interviews will involve speaking with 3-5 scripters of varying experience levels to understand their perspectives on what makes a script effective or ideal. Additionally, I will show these participants 3-5 scripts, including examples that are intentionally flawed or incomplete, and observe their reactions and evaluations.

Benefits of Interviews and Observations:

As Driscoll (2011) explains, interviews allow researchers to collect detailed and specific information directly from participants, which is particularly useful when exploring niche or expert topics (p. 163). Interviews will enable me to delve into scripters' individual experiences and uncover nuanced insights that may not be evident through other methods. Observations complement interviews by capturing immediate, unfiltered reactions to stimuli—in this case, sample scripts (p. 160). By observing their evaluations, I can analyze how participants critique scripts in real-time, providing valuable context to their verbal responses.

Drawbacks of Methods:

However, as Driscoll notes, interviews can be limited by the availability of participants and the potential for self-reported bias, where participants might frame their answers in ways they believe are favorable (p. 162). Similarly, observations may suffer from researcher bias if I am not careful to distinguish between my interpretations and participants' behaviors (p. 161). These issues are compounded by the limited sample size, as it may be difficult to generalize findings from 3-5 participants to the larger RPG Maker scripter community.

Primary Data Collection:

To support my research, I plan to collect the following data:

- Interviews with scripters about their ideal script features.
- Reaction notes from observing participants reviewing example scripts.
- Annotated feedback on intentionally flawed scripts to identify common critiques.
- Genre examples of widely praised RPG Maker scripts to analyze shared features.

These methods align with Driscoll's emphasis on mixing primary research approaches for a more comprehensive study (p. 157). The combination of interviews, observations, and

textual analysis of community-generated content will ensure that my findings are grounded in diverse and relevant data sources and are not restricted to individual game genres.