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**Article Critique**

While this article was indeed a difficult read, especially the recording of the results, once the reader is able to get their head around the experiment, it becomes clear that it is truly interesting. From what I gather the purpose of the article was to explore the different correlations that exist between Learner-Controlled Practice Difficulty(LCPD) and Self-Evaluation, Self-Efficacy, and Error Framing. With the use of a first-person shooter(FPS) video game, called Unreal Tournament 2004, the proctors of the experiment were observing those correlations mention previously in the environment of a Computer Based Instruction (CBI) training course. They took 118 young males (lost the data to 6 of the participants), and tested them prior to the training for the video game to get a baseline. They then put each participant through a series of training sessions, practice sessions, and self-evaluations in order to gauge the effects of LCPD, Self-Evaluation, Self-Efficacy, and Error Framing. In this experimental design project, the proctors were controlling the geographical terrain of the levels, number of enemies based on difficulty level, and the type of error framing each participant recieved(whether making errors was positive, negative, or neither). In all, the research project found out that there is an improved fit with the Alternative Model 1 compared to the Hypothesized Model and the rest of the Alternative Models. This means that LCPD had more of a direct effect on the results at the end of the trials than the other measurements.

The most interesting finding for me wasn’t an idea or concept that I had never previously encounter, but the realization of everything that is going on when I’m actually playing a video game on a laptop or desktop. Realizing that I’m able(for a mediocre video game player) to instatly think about what I’m going to do next, coordinate my mouse hand with my keyboard hand to perform those actions, and still pay attention to what else is going on around my avatar. Going around a corner in a FPS with low health, triggers a previously learned set of skills that makes you shoot at the enemy, dodge his shooting, and move closer to a health source, while at the same time being vigilant on the minimap and the amount of ammunition left to use. I’m now going to be more aware of the many things that go on during a game of Overwatch for example.

Now I do have some questions about the experiment. First, why did the researchers on an older video game to test their hypothesis? It seems that games have changed quite a bite in the last few years, and so it stands that modern games test a different level of mental capabilities. Game resolutions have also improved greatly, so the amount of detail a player sees in a game match is far greater. The more details a player is able to pickup on, the quicker his response to a stimulus in a game can be.

Another question is, why did a FPS get picked and not a slower game like a Real Time Strategy game? These games require more critical thinking because of so many things that have to receive the player's attention. Games like Sid Mier’s Civilization or Total War: Rome II, force a player to learn from mistakes in order to continue his empire.

Some of the takeaways from this research experiment was that there seems to be an actual connection between LCPD and how successful the training is in transfering to different scenarios. That’s interesting because most classrooms have a set level of difficulty, and seeing these results makes me think that there may be a problem in our current education system. For sure now, I will be keeping in mind that it’s a good idea to teach, for example when working as a tutor, by allowing the students to set how difficult they want the study material to be.

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