Plans for Future Research

Wider Range of Ages

I originally wanted to collect data from middle school students and high school students to compare to the college students I collected from in my sample. Collecting data from children is very difficult, but I have a close enough connection to my middle school and high school that I could have potentially made it work. I was not able to do so due to because of traveling issues.

In the future, I would like to expand the age range of my sample to compare the ways in which people play video games based on their stage in life. I and many other people talk about how willing we were as children to put up with bad games, or grind through one really long game when we were younger and had fewer options. I believe this could provide some interesting analysis which could help developers design games better for specific age groups.

Interviews

My entire data is based off quantitative data. My original idea was to use the data to justify an interview. For example, if there was a trend in a certain group of people playing games in a specific way, I would interview someone from within that group to get a detailed explanation as to why that is. The interview would provide a more accurate and personal analysis than my interpretation based on people I have interacted with.

Different gamer groups

The gaming population can my segregated into a number of different communities. There is the fighting game scene, e-sports, speed runners, modders, etc. Everyone in these groups is playing different types of games for different reasons. Games like *Shadow Complex* and *Metroid* take many hours to beat the first time through, but can be completed very quickly once a players knows the ins and outs. Looking at gamers by their specific group could answer questions about why one group is made up of certain types of people compared to another group.