

# Comparison of on-sight and knowledgeable players

*(Game Studies I research design)*

**Applicant(s):** Nikola Doleželová, Cyril Chudáček, David Napravnik, Ondrej Saska

## Summary

This research will investigate the player's behavior and tactics while playing a specific game. The game of our interest is Baldur's Gate 3. We chose Act 1 from this game, because of the game's largeness and to be able to investigate enough material in depth. The data will be gathered from gameplay observation of multiple videos on YouTube and Twitch. The players investigated will be divided into three categories: first-time players, players with some experience, and speedrunners. We aim to detect differences in players' choice of game mechanics, level design, story decision consequences, and tactics.

## Videos sampling

The method for sampling will be searching gameplays with different tags, for example, 'first time playing', 'second playthrough', or 'speedrun'. Unfortunately, the videos will inevitably be affected by the algorithm of YouTube and Twitch. Also, we mostly wouldn't be able to gather videos of the same player playing the game for the first time, umpteenth-time, and then as a speedrun, so the development of the player's tactics will be examined on different subjects with somehow the same gaming background.

## Means of Research

One of the methods we chose for our research (at least in the beginning) is Grounded Theory (GT). This method uses a qualitative approach and the hypothesis is formed while gathering data. Even though we have some research questions in mind, we would like to be able to extend or specify the possible hypothesis. Other related methods used, will be gameplay observation and content analysis.

## Motivation and Significance

Understanding players' behavior may improve level design, UI, and gameplay. By identifying aspects of the game the players thought to be problematic, we can help provide a theoretical version of the game that is **balanced** across playthroughs providing more flawless gameplay for beginners and a more **challenging experience** for re-play. So beginners won't be lost and experienced players won't skip the game's core.