# Exploring the differences in performance between gamers and non-gamers when completing tasks viewed from a third-person perspective

*A study by Arvid Bräne*

# Agenda

*Estimated time: 15 mins*

1. Introduction
2. Method & Material
3. Results
4. Discussion
5. Conclusion

# Introduction

*Third-person perspective from the game Grand Theft Auto*

# Introduction

# Method & Material

1. Rig Design
2. Task Design
3. Configurations
4. Survey
5. Group Classification

Camera

30°

Participant

Video Goggles

135°

45°

Back Mount

Camera Mount
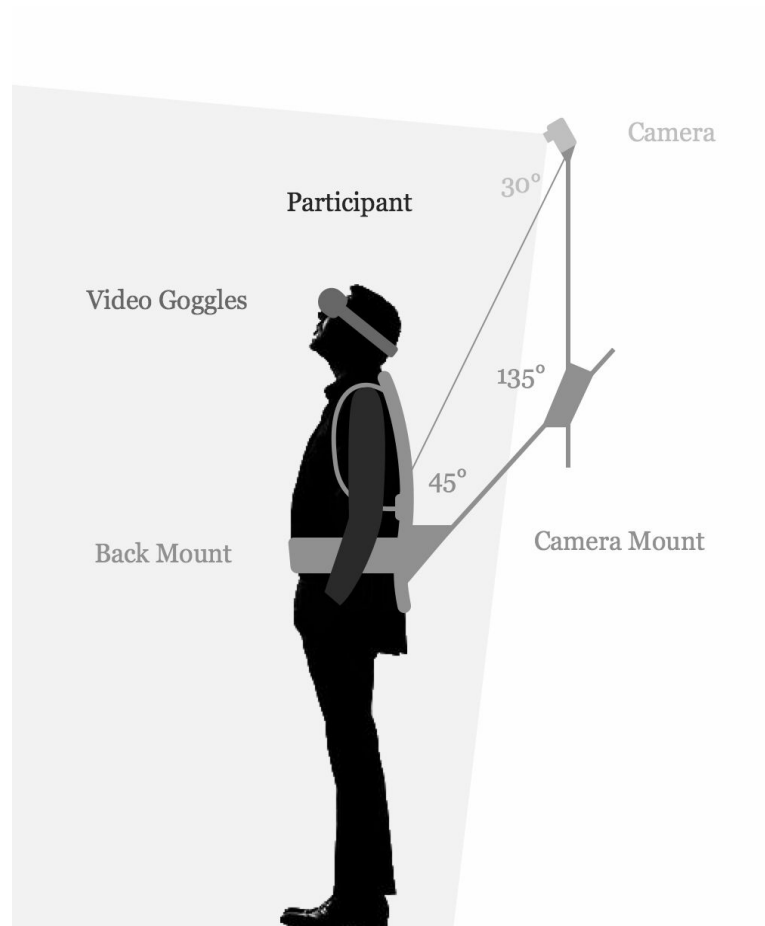
*The rig design*

*An estimated final view from the third-person view*

# Method & Material

*The course used during the Accuracy Task*

*The course used during the Balance Task*
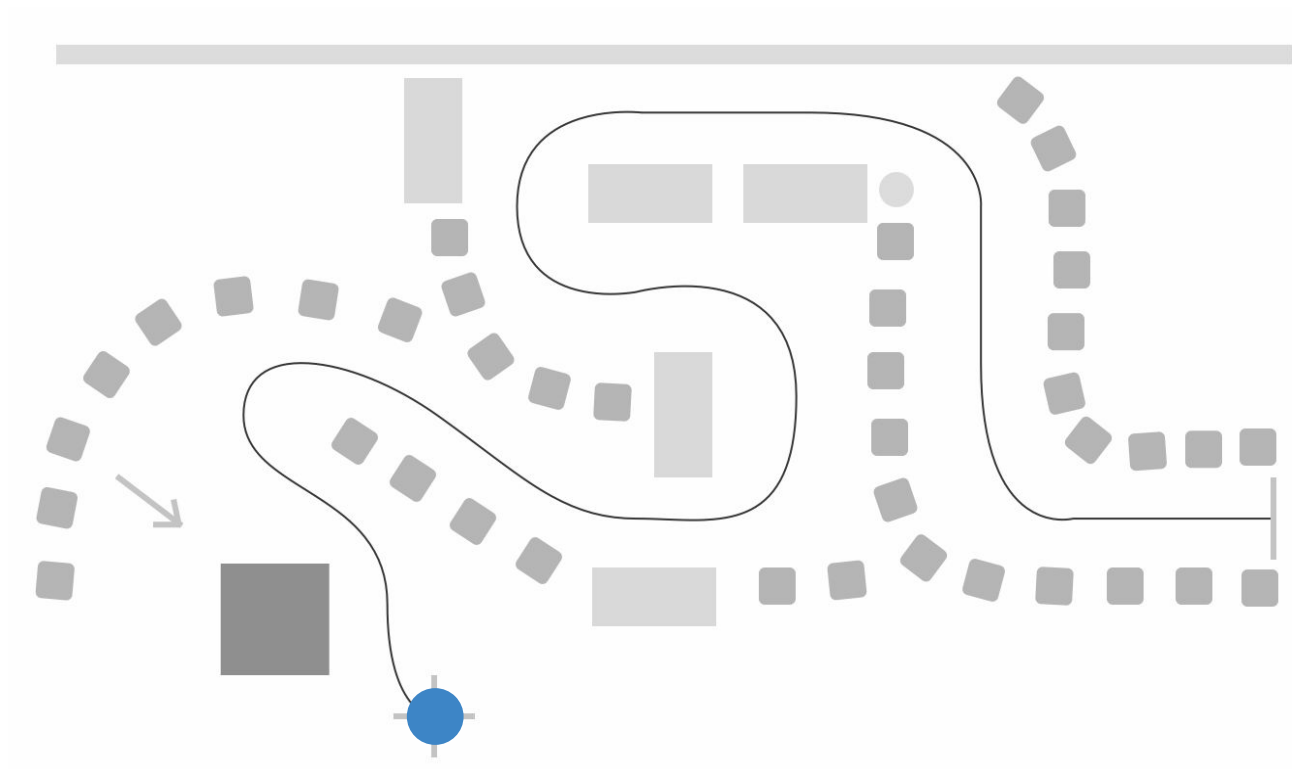
*The course used during the Movement Task*

# Method & Material
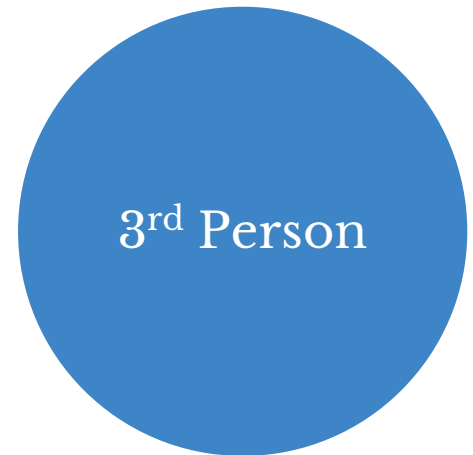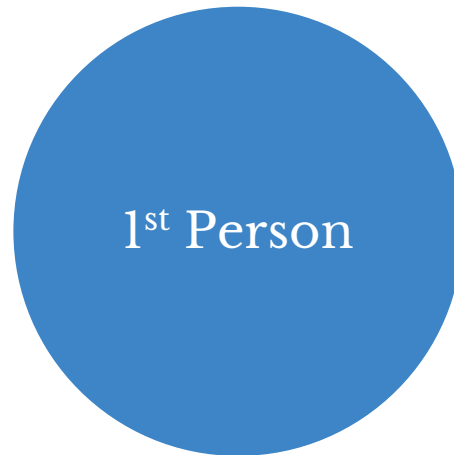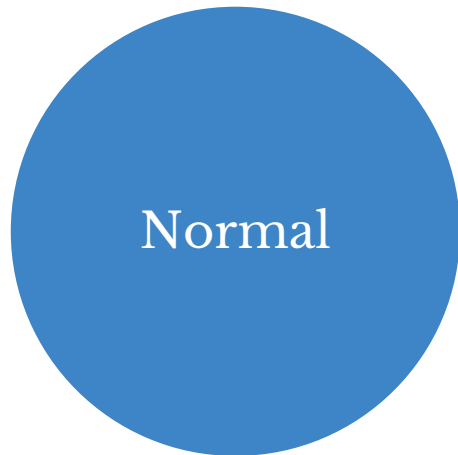
*Configurations in which the tasks were completed*

# Method & Material

1. Do you consider yourself a gamer?

2. What was the hardest parts in the experiment?

3. On average, how many hours per week do you spend playing video games?

4. How many years have you been playing video games?

5. In total, how many hours have you spent playing a game viewed from a third-person perspective?

6. If any, please name some of these third-person games you have played.

7. Did you find your participation in this experiment fun?

*Questions from survey*

# Method & Material

1. Rig Design
2. Task Design
3. Configurations
4. Survey
5. **Group Classification**

1. An average of five hours or more spent playing games every week.

2. A total of more than 80 hours playtime in a third-person game.

3. Seven years or more of experience playing video games.

4. Listing at least three third-person games they have played.

*What classifies a gamer?*

5
Gamers

8
Non-gamers

*A total of 13 subjects participated in the study*

# Result

1. Short Summary

# Discussion

1. Additional Findings

2. Limitations and Drawbacks

# Additional Findings

1. Challenge Level

2. Balance Task

3. The Term "Gamer"

4. Moving the FOV

5. Participants Attitude

# Discussion

# Limitations and Drawbacks

1. Rig Design
2. Camera Movement
3. Task Design
4. Video Goggles
5. Group Segregation

# Conclusion

1. Conclusion

2. Future Work

# Thank you!

*Any questions?*