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

Area
Interaction Design, Communication

Research question or hypothesis
Is there a significant/measurable difference in performance between gamers and non-gamers when completing everyday tasks that are viewed from a third person perspective?

Reason why this research is important
There is often talk of the negative effects of playing video games and articles often have titles such as "*gamers are more violent*", "*gamers are less social*", "*gamers are less healthy*" etc. The list goes on and on. I want to explore the positive effects of gaming, in a fun and intuitive way by making the everyday tasks a bit more like a game.

Suggested method
In order to see the performance differences between the two groups (gamers and non-gamers) the users will first complete the task just like they do in real life while they are being timed. This time will serve as a baseline for each user. Next up the user will be equipped with a pair of video glasses that are connected to a video camera mounted on a monopod on their back, see *figure 1*, to simulate the third person perspective that some games offer, see *figure 2*.

The users will be recorded and timed while they perform a few (1-3 depending on the time required) tasks (tasks may, or may not, include "*shopping*", "*cooking food*", "*completing an obstacle course*", "*walking/running*", "*riding a bike*", "*practice a sport*", "*getting dressed*" etc.). To ensure as high statistical certainty and individual differences all test subjects will be bench-marked against themselves meaning the normal time it took to complete a task (the baseline) will be compared against the time it took with the glasses on.

Both before and after the users will have to fill in a form; the first containing background information (personal, gaming, interest etc.) and the later questions about the what the experience felt like.

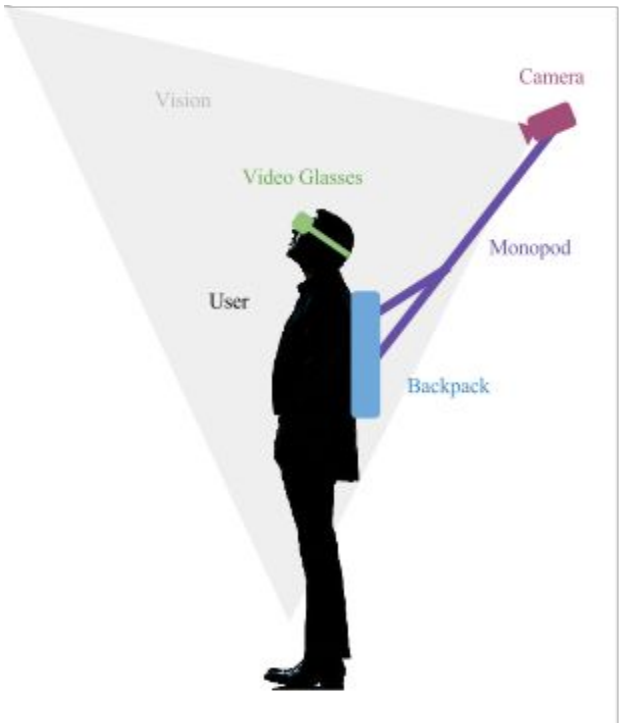

***Figure 1**: The test rig*

***Figure 2**: Third person view in games*

Brief description of what is new

The biggest difference in this study, compared to others like it, is that I will build a rig that simulates a game where the character is viewed from third person. The aspect of comparing previous experience of game play is also relatively new.

A few references on work

1. Schmierbach, M., Boyle, M. P., Xu, Q., & McLeod, D. M. (2011). Exploring Third‐Person Differences Between Gamers and Nongamers. Journal of Communication, 61(2), 307-327.
2. Anderson, C. A. (2004). An update on the effects of playing violent video games. Journal of adolescence,27(1), 113-122.
3. Fleming, M. J., Wood, R., & Debra, J. (2001). Effects of violent versus nonviolent video games on children's arousal, aggressive mood, and positive mood. Journal of Applied Social Psychology, 31(10), 2047-2071.
4. Nakamura, R., Lago, L. L., Carneiro, A. B., Cunha, A. J., Ortega, F. J., Bernardes Jr, J. L., & Tori, R. (2010, July). 3PI experiment: immersion in third-person view. In Proceedings of the 5th ACM SIGGRAPH Symposium on Video Games (pp. 43-48). ACM.

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Your background in this area

I'm a huge R/C enthusiast that love technology; both software and hardware. I love building things with my hands and design products people use everyday. My master is in Interaction Design which makes this study a great way to develop my skills further. I also have a lot of experience of real world user testing which will be of high importance during the research.