Pay for Pong: A Study on Video Game Addiction
Brianna Gorny, Dylan Thomas, Logan Wagner

Usability:
Our website is designed to let the user explore and play as they choose. When they first enter the game, they are taken to the home screen, where they have a few choices as to what to do. The areas where they can interact with the website are clearly marked. The user can either start playing Pong, buy things from the shop, watch a few ads, or click on the question mark button in the top right hand corner if they are confused. The buttons follow the same color coding on each page as to make them consistent and easy to navigate.

Educational value:
As the users interact with the game and watch ads and buy power-ups, they will be experiencing the same addictive techniques used by video games currently. Thus it will feel like a regular game to the user! But through the 'Help Button,' they can navigate to our 'About Screen' where we discuss these exact techniques and make them aware of them. We delve into the issues of using addictive video game design and the harms that it can have on users. Once they read through this section of the website, they will be able to see our game with a fresh set of eyes so that they can pick up on these techniques themselves and hopefully be able to pick them out on other games in their everyday lives.

Interactivity:
The entire point of our website is interactivity! We want the user to interact with the website in order to simulate real mobile game play and then for them to learn about the efforts that video game creators use in order to elongate the amount of time spent on their games. The user has the ability to play the game Pong, as well as customize their game with in-game purchases. All of these aspects allow the user to interact with the website and learn more about addictive video game techniques.

Aesthetics:
Our website is visually appealing, as we utilize multiple different colors in a soft color palette in order to separate different buttons and aspects of the game. There are a limited number of things on each screen so that it is not too busy with so many things to focus on. The only exception is the 'Home Screen,' which contains the game, a mini shop, the user's inventory, and the ads. This is supposed to be relatively busy though due to what we are trying to accomplish with our website. On the 'About Screen' we have lots of text, but it is broken up into sections to make it easier for the user to read. In addition to this, all of our pages pass the WAVE accessibility check without level one errors, which means that they follow accessibility guidelines.