

# **The Effect of Motion Controls on Player Aggression**

**COMP230 - Ethics Essay**

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October 30, 2016

The intention of this essay is look at the effects of video game violence on aggression levels, specifically when the games use motion controls to make the player act out in game violence. It will also look at whether it is ethical for players to act these violent acts in game and whether it's ethical for game developers to make them.

## **1 Introduction**

The effects of violent video games on real life aggression is a commonly addressed subject and one that appears often in the media.

## **2 Violence in video games**

Modern video games have vastly improved graphics compared to graphics from games years ago. [?] This improvement means that in game violence looks vastly more realistic ...

Kim defines immersion as "a psychological state or subjective perception in which even though part or all of an individual's current experience is generated by and/or filtered through human-made technology, part or all of the individual's perception fails to accurately acknowledge the role of the technology in the experience" [1].

One issue is what can be defined as violence in a video game from an ethical standpoint. An absolutist would say murder is wrong under any circumstance. [?] However, all of the violence in video games is a pretence, none of it is real and the player is not harming or killing anyone. [2] This raises the issue of whether video game violence should be viewed in the same way as real violence. Motion controllers .... actioning out violence with intention to kill on screen NPC??

This relates to motion controls where often the player is mimicking the violent act and seeing the reaction on screen...

Realistic controllers [3]

### **3 Motion controls in video games**

Motion controls are control systems that either use a motion wand to track the player's movement and translate that movement into an in-game action. This can provide more intuitive and interactive controls but requires the user to mimic real-life action including violent ones. [1] The Wiimote motion controller even has accessories to make it look like a gun.

The motion controls of the Wii lead to similar devices on other platforms, the PlayStation Move which uses wands like the Wii and the Xbox Kinect which requires no controllers and uses a camera to record the player's movement. This technology continues to evolve, with the recent developments in VR come new controllers again that use motion controllers.

Improvements in technology means that video games continue to get more realistic, graphics and sound have been continually improving increasing the players immersion in the game [1]. Recently advances in VR has lead to new ways to control games most of these using motion controls... fully immersed...

Motion controls make game more immersive .... more immersion more violence ...

McArthur suggests that users may not want full immersion but instead "neo-immersion". [4] Whitson describes immersion in games as loss of self, social and game awarenesses, in contrast Neo-Immersion focuses on those three factors. [5] Wii Sports is a game released with the Wii that uses movement controls using a Wiimote, Whitson suggests that this game is not trying to fully immerse the player they are likely to be playing it with friends and family. However as this is only one game of many released on the Wii platform this idea can not be applied to them all. This suggests that while motion controls make the game more interactive it also make it more social...

## 4 Conclusion

In conclusion...

## References

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