Essay Proposal

COMP230 - Ethics Essay

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Topic

The issue I intend to look at is the effect of video game violence on the players aggression levels when the player is using motion controls. Motion controls can make the player mimic violent acts rather than just press a button on a controller, this can increase immersion but I want to look at whether that increases aggression levels.

Paper 1

Title: Violent Gaming and Player Aggression: Exploring the Effects of Socio-psychological and Technology Influences

Citation: [1]

Web link: `http://doi.acm.org.ezproxy.falmouth.ac.uk/10.1145/2815782.2815790`

Comments: About video game violence in general. Videos game don't appear to effect real life aggression

Paper 2

Title: Evidence for publication bias in video game violence effects literature: A meta-analytic review

Citation: [2]

Web link: `http://www.sciencedirect.com/science/article/pii/S1359178907000055`

Comments: Looks at whether there's a publication bias towards video game violence when it's linked to real life violence.

Paper 3

Title: Towards an Ethics of Video Gaming

Citation: [3]

Web link: `http://doi.acm.org.ezproxy.falmouth.ac.uk/10.1145/1328202.1328204`

Comments: Looks at ethics in video games and how video game violence is pretend/not real. Finds a link between video games and short term rise in aggression level - not violence

Paper 4

Title: Analyzing Sociocultural Perspectives on Violence in Digital Games

Citation: [4]

Web link: `http://doi.acm.org.ezproxy.falmouth.ac.uk/10.1145/1328202.1328207`

Comments: About general video game violence

Paper 5

Title: The Effects of Realistic Controller and Real-life Exposure to Gun on Psychology of Violent Video Game Players

Citation: [5]

Web link: `http://doi.acm.org.ezproxy.falmouth.ac.uk/10.1145/1968613.1968673`

Comments: Motion controls/realistic controller can be more intuitive - more immersive. Gun controllers have negative connotations.

Paper 6

Title: An Empirical Comparison of "Wiimote" Gun Attachments for Pointing Tasks

Citation: [6]

Web link: `http://doi.acm.org.ezproxy.falmouth.ac.uk/10.1145/1570433.1570471`

Comments: Not a very helpful paper as it's more about Wiimote accuracy. But does Wiimote increases neo-immersion and promotes more intuitive interaction with the game.

Paper 7

Title: Neo-immersion: Awareness and Engagement in Game play

Citation: [7]

Web link: `http://doi.acm.org/10.1145/1496984.1497028`

Comments: Motion controls don't increase conventional immersion but promote neo-immersion. More aware of others and that the game is just a game – maybe causes less aggression

References

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[2] C. J. Ferguson, "Evidence for publication bias in video game violence effects literature: A meta-analytic review," *Aggression and Violent Behavior*, vol. 12, no. 4, pp. 470 – 482, 2007.

[3] G. Tavinor, "Towards an ethics of video gaming," in *Proceedings of the 2007 Conference on Future Play*, Future Play '07, pp. 1–8, ACM, 2007.

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[6] V. McArthur, S. J. Castellucci, and I. S. MacKenzie, "An empirical comparison of "wiimote" gun attachments for pointing tasks," in *Proceedings of the 1st ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, EICS '09, pp. 203–208, ACM, 2009.

[7] J. Whitson, C. Eaket, B. Greenspan, M. Q. Tran, and N. King, "Neo-immersion: Awareness and engagement in gameplay," in *Proceedings of the 2008 Conference on Future Play: Research, Play, Share*, Future Play '08, (New York, NY, USA), pp. 220–223, ACM, 2008.