The first research session I participated in was on “the relationship between games and self-efficacy.” During the session I watched a video of someone playing Yakuza, which lasted around 10 minutes. It was interesting to watch because I’ve never played Yakuza before and haven’t really been exposed to its gameplay. The gameplay itself was of someone fighting two different groups of people. Both fights took place in an office setting, which was very different from what I’m used to. After finishing the video, I was asked a few questions and then the session ended. The entire thing was done online, and I did not interact with the researcher at all.

I’m not entirely sure what the researcher was trying to learn. Obviously, their goal was in the title of the study but how they are researching the link between Yakuza and self-efficacy is somewhat of a mystery to me. My best guess would be that they were trying to see if watching someone succeed in Yakuza would make me feel better about my own success or potential success. While that is interesting, I feel that the link would have been more clear if I had been playing the game myself. Watching gameplay doesn’t have the same immersive feeling for me as actually playing the game.

I wouldn’t say there was anything particularly interesting, the whole process was straightforward. The only thing that I really found interesting was the gameplay itself just because I hadn’t really seen Yakuza before. I would be interested to learn what their discoveries were from the research and whether they did see a link between watching gameplay and self-efficacy.