

Rocking the Target: Uncovering the Effects of Music on Precision and Speed in Shooting Games





Introduction

"Rocking the Target" is a study that delves into the relationship between music and performance in shooting games. In the world of gaming, where precision and speed are the keys to success. Gamers and competitive eSports enthusiasts frequently employ aim trainers, which are precise tools designed to gauge aiming proficiency in first-person shooter (FPS) games. While background music is a ubiquitous feature in gaming environments, its exact impact on aim performance remains in uncharted territory.



Objective

In this study, we endeavor to explore how various types of background music can influence both aiming accuracy and speed during aim trainer exercises.

Hypothesis

The type of background music (classical, heavy metal, and ambient electronic) will have a significant impact on aiming accuracy and speed in an aim trainer, with certain genres enhancing performance more than others.



The Psychology of Music

Did you know that *music* has a profound impact on our emotions and cognitive abilities? Discover how the right *melodies* and *rhythms* can enhance focus, boost motivation, and elevate gaming performance to new heights.

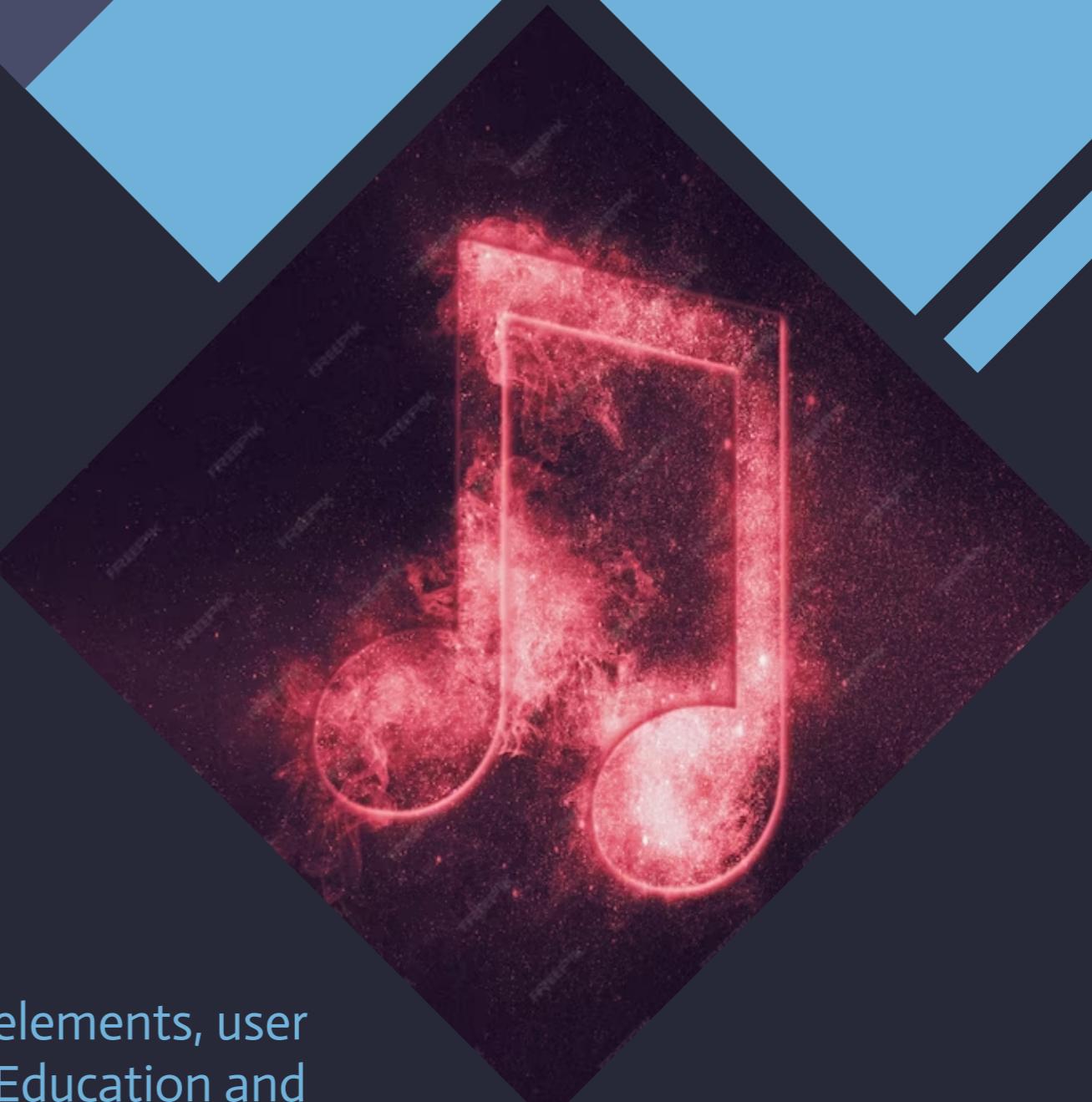


Sena Moore, K., 2017. Understanding the influence of music on emotions: A historical review. *Music Therapy Perspectives*, 35(2), pp.131-143.

Syncing Music and Gameplay

How player actions can seamlessly align with tempo, beat drops, and dynamic soundtracks, resulting in an exhilarating gaming experience.

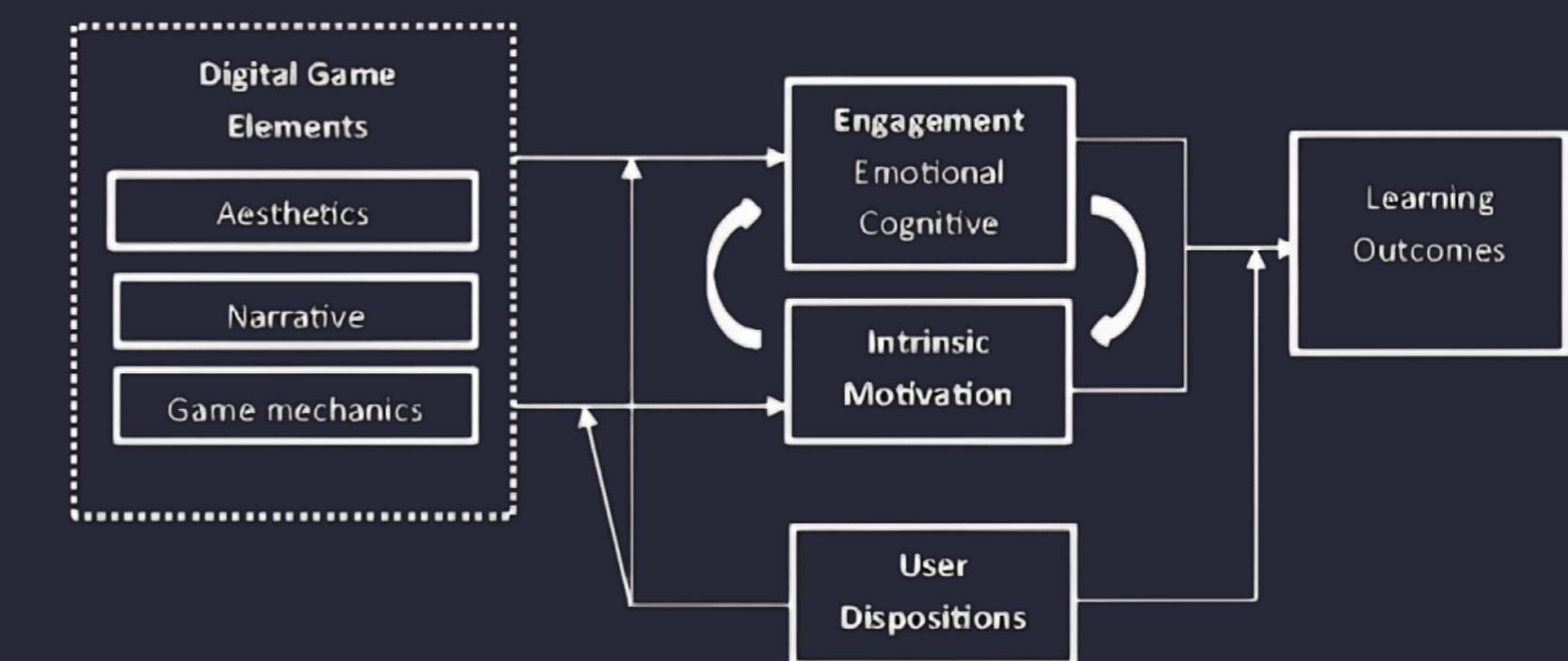
Alexiou, A. and Schippers, M.C., 2018. Digital game elements, user experience and learning: A conceptual framework. *Education and Information Technologies*, 23, pp.2545-2567.





Music as a Motivational Tool

Unlock the power of music as a *motivational tool*. Delve into the world of *pump-up soundtracks* and *epic anthems* that push gamers to their limits, boosting adrenaline and enhancing performance in intense gaming moments.





The Evolution of Video Game Music

Over the past four decades, the evolution of music and sound in video games has been intricately tied to advancements in technology. From the absence of sound in early computer games to the emotive musical scores and immersive soundscapes demanded by players today.

Grimshaw, M., Tan, S.L. and Lipscomb, S.D., 2013. Playing with sound: The role of music and sound effects in gaming.

Methodology



Participants: Diverse participants, varying FPS experience, ensure gender balance.

Pre-Experiment: Administer questionnaire and establish baseline aiming metrics without music.

Experiment: Assign participants to different music genres, conduct aim trainer exercises with corresponding background music, and record relevant data.

Post-Experiment: Feedback through questionnaires, assessing subjective experience, distraction, and immersion.

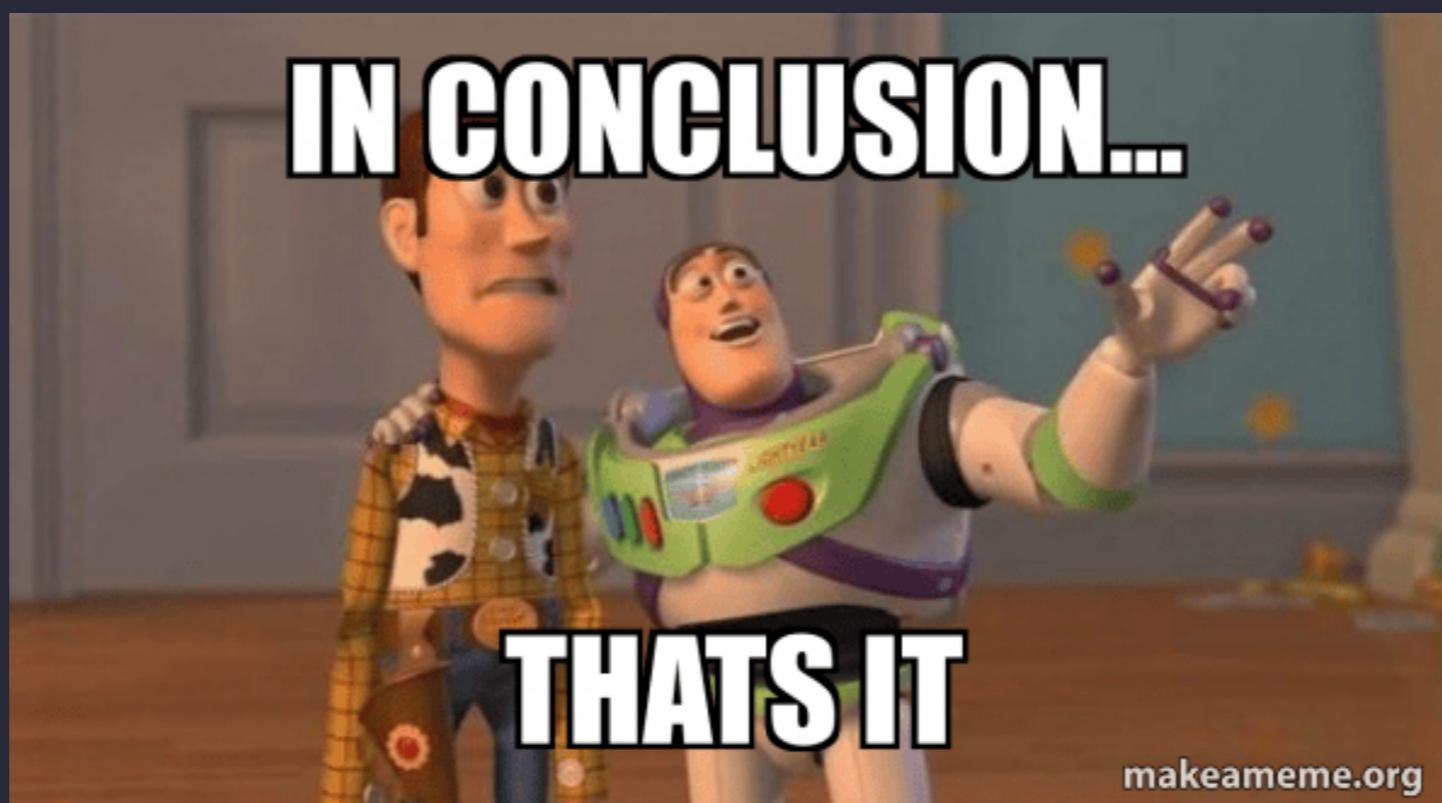
Timeline

1. Literature Review: 12th September
2. Participant Recruitment: 19th October
3. Pre-Experiment Preparation: 24nd October
4. Experiment Execution: 7th November
5. Post-Experiment Follow-up: 12th November
6. Data Analysis: 16th November
7. Report and Results: 25th November



Conclusion

We Hope We Find Some !!



Thanks!

Do you have any questions
or suggestions?

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