Dissertation Component Proposal

COMP320 - Research Practice

1604629

October 17, 2018

1 Proposal

Using various moral tests online for ideas, implement moral decisions in our group game and record decisions as well as user data so I can analyses and compare the decisions made to the type of person making them. The game our team is leaning towards lends itself to this idea quite easily as it would include many situations where the user would have to make moral decisions under a time constraint but not so much that they dont panic click.

Progressing through the game we would see the decisions getting more and more questionable until the point of committing a seriously negative choice such as murder. I was thinking that I could include a hidden morality score in the game, with the world changing depending on the morality score. For example, if the player has a negative morality score then there will be fires and smashed up areas to reflect the bad decisions back to the player. This may help me discern whether forcing players into negative areas affects their decision making at all.

The component I would like to implement would take a few basic player details at the start of the game, and then pair this with the decisions they make while playing the game, I will then somehow feed this data into a spreadsheet where I can create graphs to help me interpret the data. I would also like to use a few of the online morality tests to both help me create the decisions and to show me what I can tell about a player from their decisions. I think a scatter graph would be useful for me to determine if their are links between simple things like gender or age and making negative choices.

I have found 10 sources which relate to my topic and I feel will be helpful when it comes to creating my component and writing my dissertation.[1] [2] [3] [4] [5] [6] [7] [8] [9] [10]

2 Changes

Do environmental changes and priming queues affect the moral decisions people make in-game?

This has not been done in a games context so I will be able to look at tests that have been done outside of the games industry and then use my dissertation to fill that hole.

References

[1] E. Murzyn and E. Valgaeren, "Our virtual selves, our virtual morals: Mass effect players' personality and in-game choices," in *2016 International Conference on Interactive Technologies and Games (ITAG)*, Oct 2016, pp. 82–86.

[2] X. Zhang, M. Li, B. Yang, and L. Chang, "Violent components and interactive mode of computer video game on player's negative social effect," in *2009 Third International Symposium on Intelligent Information Technology Application*, vol. 3, Nov 2009, pp. 95–103.

[3] A. Gkearslan, "Digital game playing habits of graphic design students and the factors afecting their game choices," in *2013 IEEE 63rd Annual Conference International Council for Education Media (ICEM)*, Oct 2013, pp. 1–9.

[4] R. Staewen, P. Trevino, and C. Yun, "Player characteristics and their relationship to goals and rewards in video games," in *2014 IEEE Games Media Entertainment*, Oct 2014, pp. 1–8.

[5] J. Caelen and A. Xuereb, "Dialogue and game theory," in *2011 6th Conference on Speech Technology and Human-Computer Dialogue (SpeD)*, May 2011, pp. 1–10.

[6] M. Giannakos, K. Chorianopoulos, and L. Jaccheri, "Math is not only for science geeks: Design and assessment of a storytelling serious video game," in *2012 IEEE 12th International Conference on Advanced Learning Technologies*, July 2012, pp. 418–419.

[7] S. S. Farooq, J. Baek, and K. Kim, "Interpreting behaviors of mobile game players from in-game data and context logs," in *2015 IEEE Conference on Computational Intelligence and Games (CIG)*, Aug 2015, pp. 548–549.

[8] A. Lekka and M. Sakellariou, "Computer games and ethical issues," in *2014*

International Conference on Interactive Mobile Communication Technologies and Learning (IMCL2014), Nov 2014, pp. 342–343.

[9] E. J. Jeong, H. R. Lee, and J. H. Woo, "Brand memory, attitude, and state aggression in violent games: Focused on the roles of arousal, negative affect, and spatial presence," in *2015 48th Hawaii International Conference on System Sciences*, Jan 2015, pp. 3538–3547.

[10] N. Kartsanis and E. Murzyn, "Me, my game-self, and others: A qualitative exploration of the game-self," in *2016 International Conference on Interactive Technologies and Games (ITAG)*, Oct 2016, pp. 29–35.