CIS 489
Dr. Watson
Bailee Strait
Journal #1

<h3 style="text-align:center">Developing a Research Project</h3>

1. *Write your research question and hypothesis in a statement. The statement should be like research statements you can identify from the sample papers in your area. You will often see it in something like: "This paper (or research) seeks to understand the difference between X and Y better," or "In this paper, we explore how people interact with X." Those are the primary research questions stated in the paper. You will need one that is similar and explicitly defines what you want to discover.*

The purpose of this project would be to use the Player Experience Inventory (PXI) and its constructs to measure the user's overall experience and compare the results of a console platform versus a PC platform. I would expect the results to show that a user's overall enjoyment would be higher while playing a video game on a PC platform

2. *Write another piece of text that outlines what data you need to collect to sufficiently understand or test your question. I can help you with this, but you should try to write a draft before coming to me. The length of this is not important, but the content needs to give an idea of what data are needed.*

The project will collect data on the **functional consequences** (immediate experiences as a direct result of game design choices) and the **psychosocial consequences** (the second-order emotional experiences) using the PXI, whose current scale consists of 10 constructs (5 constructs for each type of consequences) which are measured by 3 items each.

More information on the PXI and its constructs can be found here: https://playerexperienceinventory.org/instrument

3. *Write some text explaining a method you could use to gather the data. Who and what do you need to ask to collect data? Is there anything (like a prototype) that you will need to gather the data? What other things might be involved in helping you gather?*

A method I could use to gather this data is to survey a population of video gamers (possibly members of the university's esports team) to determine their willingness to participate in the study, as well as their preference of gaming platform. Following this survey, once a reasonable number of equal participants for each platform are determined, the participants will complete a task on their preferred platform system. The task will consist of navigating the console, choosing the game (which will be the same for each console), and

completing a beginner-level task within the video game. After the task is completed, each participant will complete a post-task survey which will measure each of the PXI's constructs.

An additional method used could be measuring the participants' overall experience by completing the task on the platform opposite to their preference and comparing the results to the results of their preferred platform PXI.