**PsyOps: Personality Assessment through Gaming Behavior**

**Introduction:**

In the United States, it's estimated that video gaming is increasing at a higher rate. Ninety-nine percent of the boys and 94 of the girls are said to spend at least an hour per day. Video gaming has become part of the culture today. However, video gaming has continued to raise concern among the media as well as psychologists. The media continue to warn about the dangers of video playing. Holtz, & Appel, (2011), posits that video gaming is causes addiction, violent behaviors, and depression. Previous researches have tried to find a connection between video gaming styles and personality. According to Holtz, & Appel, (2011), gaming behavior has been connected with distress or significant impairment. Gaming behavior is said to cause Internet gaming behavior. However, Tekofsky, Van Den Herik, Spronck, & Plaat, (2013), posit that video gaming transfers the various skills to the players.

**Summary:**

Tekofsky, Van Den Herik, Spronck, & Plaat, (2013), aim to find the correlation between video game styles with personality. To test, the value of the video games, a survey was conducted among Battlefield 3 players. Using a promotional campaign also dubbed as "Psy-Ops," 13,376 participants were surveyed each one of them was asked to fill out 100 items IPIP (International Personality Item Pool) Big, big five personality questions and asked to draw their game statics from the public source. The data collected was stored via Psy-Ops website.

The participants were to visit the website when submitting their data which was categorized in six fields which were categorized as follows, the name of the players, an age of the persons. 100-item IPIP questionnaire, credits, country of residence, and gaming platform. The player statistics were retrieved from the website and accounted. After submitting the data, players were forwarded in the page showing their score on the big five. The data was analyzed in the five steps which include defining the integrity filters, determining the play style, and personality, and defining the subsamples. The findings of the research were that Play style was determined by personality. Also, conscientiousness correlates negatively with the speed of the action. Unlocking score per second correlates with negatively extroversion and conscientiousness. Lastly, work ethics correlates negatively with game performance. It was found that plays style and age correlates strongly than playstyle and personality.

**Data-driven findings:**

After the research, it was found that age correlates strongly with play style. According to Tekofsky, Van Den Herik, Spronck, & Plaat, (2013), the age of the person corresponded with the big five dimensions. The correlates of the age with each element of big five were 0.11, 0.20, 0.13, 0.08, and 0.07 respectively in-lined with those of the previous researches. However, age negatively correlates with the speed of play, positively with the length of play and negatively with the performance. To come up with the results mentioned above, Tekofsky, Van Den Herik, Spronck, & Plaat, (2013), indicates that the older people scored 11 on the openness, 20 on the conscientiousness, 13 on the extroversion, eight on the agreeableness and seven on the Neuroticism. The findings reflect what has been previously determined. Ideally, Tekofsky, Van Den Herik, Spronck, & Plaat, (2013), have established the validity of the research. Scientifically, the article has shown the validity of the data. The data has been collected from a large sample which enhances external validity. Additionally, the data is appropriately analyzed to capture the intended results. Lastly, a diagram was used to show the relationship between age and the play style.

**Uncertainty about the study:**

Tekofsky, Van Den Herik, Spronck, & Plaat, (2013), leave the area of correlation between age and play style not answered. The article leaves the question answered because there are no clear steps that are shown how to arrive at the answer. The article only gives the relationship between play style and age, but the method to arrive at the answer is not shown clearly. The researcher has only indicated figures which leave the reader confused. Also, the correlation between work ethic and performance been adequately addressed.

**Conclusion:**

The study has shown that there is a significant connection between personality and playing style. There is higher statistical support which has been collected from an elaborate promotional campaign (Tekofsky, Van Den Herik, Spronck, & Plaat, 2013). According to Holtz, & Appel, (2011), older people are more conscientious and slower, less experimental, than younger players. As much as the media continue to warn about the dangers of video games, players can learn various skills from playing video games. Players can gain skills such as driving or even spatial cognition.

References

Tekofsky, S., Van Den Herik, J., Spronck, P., & Plaat, A. (2013). Psyops: Personality assessment through gaming behavior. In *Proceedings of the International Conference on the Foundations of Digital Games*.

Holtz, P., & Appel, M. (2011). Internet use and video gaming predict problem behavior in early adolescence. *Journal of Adolescence*, *34*(1), 49-58.