**Design Brief**

Project Title: Problems With Online Hacking in Videogames

Client: Peter Zheng, Chris Hilario

Designer(s): Tyler Batistic and Lina Fernandez

Problem Statement:

One of the biggest problems in video gaming is the negative environment caused by hackers and trolls because it affects the players’ experiences and can ultimately lead to the game's downfall. From Christopher’s own experience while playing Call of Duty World at War, back in 2008, he witnessed hackers destroying the experience of the game. Over time hackers continue to ruin the gameplay of games. According to Omri Pertitte of PC Gamer, cheating is a “hard to kill parasite on the skin of pc’s most popular games”. Over one million bans where issue to suspected accounts. Even though Valve created VAC ban, people would still cheat because the system has flaws and cannot catch every hacker, so it is “impossible to play a game of CS:GO today without suspecting someone on the enemy team of cheating.” Trolls inside a game can easily throw a game because they can just shoot at their own teammate and give free kills to the enemy, therefore making the match unfair.

Design Statement:

            The goal of the project is to decrease the amount of hackers and trolls from entering video games and making the experience of a gamer easier and more fair. Our philosophy is based on keeping players safe on the internet. The design will promote the act to prevent hackers from destroying the gamer’s experience. A gamer should enjoy their experience and feel like they are in a positive and protected environment when they are online. A player who attempted to combat cheating and hacking is AndroidL, who tried to trick hackers into getting themselves banned. A better way to get rid of hackers and trolls would to pass rules or laws for online gaming so people may feel safe. Like AndroidL there is another way to prevent the games online, which is to have people monitor the game or even set up walls or trigger words that can automatically ban the gamers from playing. The game shouldn’t be too restricted in terms of the players’ experience, but rules must be kept. If the players act inappropriately or do not follow the terms of the game, they will risk being banned. Being on an online videogame, gamers should have the right to express themselves as long as there is positive interaction with other opponents. How successful was AndroidL’s method for finding and trapping hackers into banning themselves and how can we put his methods to use?

Constraints:

●budget

●time management

●designers’ skills

●meeting gamers’ expectations

●the fact that there will still be people breaking the rules

●rules and terms of banning players

Questions:

How many people are getting banned throughout February- July?

What is being done to stop people from hacking into videogames?

What can be done to stop people from hacking into videogames?

What is the customer satisfactory rate?

How successful was AndroidL’s method for finding and trapping hackers into banning themselves and how can we put his methods to use?

Conclusion:

Is AndroidL’s plan to find hackers and trick them into banning themselves effective, and how can it be implemented? Using the python script to graph VAC-ban data, a graph of the number of bans is shown with three obvious spikes in the number of bans than the regular day-to-day number of bans. One interpretation is that these three spikes correspond with AndroidL’s three releases of his hacking trap. This seems to support the efficacy of AndroidL’s method, as it caused an above average amount of hackers to be banned each time. Although AndroidL’s technique is shown to have worked in banning hackers, it is still up for debate whether it was successful enough to be a plausible way of stopping hackers. A source of error would be people being accidently banned or receiving incorrect ban reports.

Sources:

We used VAC-ban to collect date over half a year and see the number of bans that happened over a few days in each month.

Recently Banned. Retrieved February 07, 2017, from <http://www.vac-ban.com/>

This site was used for information about our problem which is that hackers are ruining the experience of the video gaming world. We chose to find the rates of people getting banned

Petitte , O. (2016, May 02). How one CS:GO player took catching hackers into his own hands. Retrieved February 07, 2017, from <http://www.pcgamer.com/how-one-csgo-player-took-catching-hackers-into-his-own-hands>