Digital Games Research Assignment

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**Introduction**

For our NCIT Coding Crash Course C11 programme, we had to research about digital games. We were all separated into teams of three. I was in the same team as Singita Ngobeni and Sinesipho Faith Jacobs.

**Research Method**

We conducted the research in **three** stages. The **first stage** was conducted in the following manner:

* We compiled seven questions that were to be asked of a small sample of recruits from Umuzi
* The questions were designed to help us to be able to
* quantify certain facts such as the frequency of times interviewees play games, the number of games and genres played, etc
* figure out which device platforms were most occurrent for games, viz a viz, phone, laptop, desktop, or console.

The **second stage** of our research involved inviting new recruits to sample by allowing them to play browser-based games and then us observing them play. We were able to note the **mood** they were in when they **began to play**, the mood developing **Multiplayer**, the **frustration** response when they got to a challenge that was difficult, and the **cheerful** response to when they were successful at a challenge.

The **third stage** involved asking those same participants to fill out a Google Docs Form with multiple-choice questions based around games.

**Interview results**

**The First Stage**

The seven questions that we came up with are as follows:

**Research Questions**

1. Do you play games?
2. How often?
3. What games are you currently playing?
4. Which genre do you prefer?
5. What device do you use?
6. Do you prefer playing alone or with friends?
7. Do you play online games?

The responses to each question were later then digested, and the results were as follows:

With regards to **Question 1**, Of the **16** Umuzi recruits interviewed, **6** said they don’t play games. Of those, nothing further was asked. Of the **10** who said they do play games, their response to the follow up questions was as such...

* **Q2**

- **Interviewee #1** said they play **once a day**

- **Interviewee #2** said they play **2 hours a day**

- **Interviewee #3** said they play **once a week**

- **Interviewee #4** said they play **all the time** whenever they have free time

- **Interviewee #5** said they **once a week**

- **Interviewee #6** said they **don’t know** how often they play

- **Interviewee #7** said they play play **once a week**

- **Interviewee #8** said they play **once a month**

- **Interviewee #9** said they play **almost every day**

- **Interviewee #10** said they play **all the time** whenever they have free time

* **Q3**

- **Interviewee #1** said they play **Candy Crush** which is a **Boardgame**

- **Interviewee #2** said they play **Sports + Adventure**, more especially **Fifa** + **Ratchet & Clink**

- **Interviewee #3** said they play **Action** in the form of **God Of War**

- **Interviewee #4** said they play **Boardgames, Adventure, Sim & RPG,** and *only some* of the numerous games they play include… Episode, Tempo Run, Stack AR, Stack Jump, Kick The Buddy, Rolly Vortex, Word Search, Mario Run, Boss 2, Homespaces, and many more

- **Interviewee #5** said they prefer **RPG** games, and they mostly play **Episode**

- **Interviewee #6** said they play **Adventure** and **Board Games** like **Chess**

- **Interviewee #7** said they prefer **Board Games,** but are currently playing a **tower defence genre** called **Plants vs Zombie**

- **Interviewee #8** said they prefer **Strategy**

- **Interviewee #9** said they prefer **Racing, Action, Adventure,** and they’re currently playing **God Of War**

- **Interviewee #10** said they play the **Patience Card Game.. Solitaire,** the **Puzzle Video Game.. Candy Crush,** and the **Simulation Game.. Crime Scene Investigation**

* **Q4**

- **Interviewee #1** said they play on a **phone** and **laptop**

- **Interviewee #2** said they play on a **console,** specifically a **PlayStation**

- **Interviewee #3** said they play on a **phone**

- **Interviewee #4** said they play on a **phone** and **console** (**XBox**)

- **Interviewee #5** said they prefer playing on a **phone**

- **Interviewee #6** said they prefer playing on a **phone** plus **desktop**

- **Interviewee #7** said they prefer playing on a **phone**

- **Interviewee #8** said they prefer playing on a **phone**

- **Interviewee #9** said they prefer playing on a **console** plus **desktop**

- **Interviewee #10** said they prefer playing on a **phone,** **desktop,** and a **console** such as a **PlayStation**

* **Q5**

- **Interviewee #1** said they prefer playing **Single player**

- **Interviewee #2** said they prefer playing **Multiplayer**

- **Interviewee #3** said they prefer playing **Single player**

- **Interviewee #4** said they prefer playing **Single player**

- **Interviewee #5** said they prefer playing **Single player**

- **Interviewee #6** said they prefer playing **Single player**

- **Interviewee #7** said they prefer playing **Single player**

- **Interviewee #8** said they prefer playing **Single player**

- **Interviewee #9** said they prefer playing **both Single player and Multiplayer**

- **Interviewee #10** said they prefer playing **Multiplayer**

And lastly, for **Q6** all the 10 interviewees questioned said they do not play any online games at all because of the data costs involved.

**The Second Stage**

During this stage of the research, we asked fellow Umuzi recruits to spend a minimum of **ten minutes** playing the game of their choice from the following websites…

* <https://www.helicoptergame.net/>
* <http://www.addictinggames.com/action-games/vex-game.jsp>
* <http://slither.io/>
* <http://www.decisionproblem.com/paperclips/index2.html>

We were able to observe how people felt at different stages of playing.

At the start of the game, we had people who were apprehensive because they had work they had to attend to, and wanted to get this over and done with.

The actual game play gave differing levels of success for each participant, and you could notice the levels of frustration they went through when they couldn’t go beyond a certain level. Some were more positive in accepting failure, and were able to calm themselves and therefore ended up being more focused, and their higher concentration levels allowed them to reach higher levels of success than those that were prone to frustration at not succeeding.

After playing, everyone generally gave an opinion about how they liked they game they just played. The ones who were getting the hang of the game would say they like the game, and were ready to recommend it. On top of that, they were more willing to try another game as well. The ones that struggled usually had a negative opinion about the game’s difficulty and rejected an offer to play another game.

**The Third Stage**

For the third and final stage, we asked the participants in the second stage to fill out a quick multiple-choice questionnaire. The questions included in the questionnaire were the following:

* What device(s) do you use to play games? (Options were “Cellphone”, “Laptop”, “Desktop” and “Game Console (PlayStation, XBox, Nintendo, etc)”)
* What genres do you play? (Action, Adventure, Role-playing, Maze & Puzzles, Sports, Board Games, Other)
* Do you play online games? (Yes, No, Maybe)
* Do you play Single-player, Multiplayer, or both? (Single-player, Multiplayer, Both)
* How often do you play? (Hours per day: 1-2 hours, 2 - 4 hours, 4+ hours; Days Per Week: Once, Twice, Thrice)

The responses were as follows:

**Q1:** 66.7% of respondents use a phone, 8.3% a laptop, 16.7% a desktop, and 16.7% a game console.

**Q2:** 50% Action, 33.3% Adventure, 8.3% RPG, 25% Maze and Puzzles, 8.3% Simulator, 50% Sports, 16.7% Board Games.

**Q3: 75%** said **No, 16.7%** said **Maybe,** and **8.3% Yes**

**Q4: 50%** said **Both, 41.7%** said **Single Player,** and **8.3%** said **Multiplayer**

**Q5: 83.3%** said **1 - 2 hours**, **8.3%** said **2 - 4 hours**, and **8.3%** said **more than 4 hours**. Overall, **58.3%** said **three or more times a week**, **25%** said **once a week**, and **16.7%** said **twice a week**.

Here’s the link to the questionairre for reference: <https://docs.google.com/forms/d/1bNSzf6qdjYBprhOtnzFeFWFRfVY-O6YcE0NPPvcISKc/edit#responses>.