

## ASSIGNMENT 2 FRONT SHEET

Qualification	BTEC Level 5 HND Diploma in Computing		
Unit number and title	Unit 06: Managing a Successful Computing Project		
Submission date		Date Received 1st submission	
Re-submission Date		Date Received 2nd submission	
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Class	GCH0801	Assessor name	Hàn Minh Phương
Student declaration			
I certify that the assignment submission is entirely my own work and I fully understand the consequences of plagiarism. I understand that making a false declaration is a form of malpractice.			
		Student's signature	Anh

**Grading grid**

P5	P6	P7	M3	M4	D2

☐ Summative Feedback:

☐ Resubmission Feedback:

Grade:

Assessor Signature:

Date:

IV Signature:

# Digital Well-being Project

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LÊ MINH ANH

# Introduction

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## ***Project Purposes:***

- Product improve health and wellbeing
- Is Digital Wellbeing a trending ?

## ***Project objectives:***

- Understanding of Digital Wellbeing
- Improve or distract?

# Scope

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This project will be finished in 5 Weeks

Corporate with Riot Game to create a new product for digital wellbeing project.



# Research

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# Research method

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In order to increase our feasibility of our program, we will conduct few researches in order to obtain our purpose.

The research will have 2 part, Primary Research and Secondary Research.

- In primary research, we will conduct an interview and a survey.
- In secondary research, we will have a study about digital technologies effects in life.

# Secondary Research

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Improve or distract?

## 1. Social Network

Attractive because people can stay incognito.

According to Howard-Jones's research: Positive > negative

In the UK, just over one fifth (22%) of adult internet users aged 16+ and almost half (49%) of children aged 8-17 who use the internet have profiled themselves on a social networking site.

3 aspects: Identity, Intimacy and Sexuality





# Identity

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Positive: affect on self-esteem, associated with positive responses to profiles and a sense of mastery and control over blogs and homepages.

Negative: User's information can be sold illegally.

# Intimacy

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Positive: Stimulates teenager's social connectedness and wellbeing.

Negative: Cyberbullying is a thing

Cyberbullying remains an under-researched and apparently prevalent problem, with most surveys reporting that 10- 35% of children have received a cyberbullying experience.

# Sexuality

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Teenagers turn to the internet for information and discussion about emotional, moral and social issues related with sex.

In the US in 2006, about 2% of sex crimes against teenagers were internet-related and a recent survey of US law enforcement agencies concluded that young people are not at particular risk when interacting on social network sites

# Secondary Research

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## 2. The attraction of video games

Most popular pastimes for young internet users is game online.

- Distinguished by a set of personal traits and behaviors. The causes can be intense gaming or loneliness, low self-esteem and lower satisfaction with daily life.
- Not all are negative. One study of 127 children and adults who were self-reported gaming addicts were characterized as generally highly intelligent, motivated and achievement orientated.
- Intense gameplay can create further social anxiety, poorer social relationships and increased levels of depression.

# Primary Research

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In this primary research, we will corporate with Riot Game to introduce a digital wellbeing program for League of Legends's fanbase.

Our main focus for research will be players in Vietnam's server.

The mini-project will talking about Digital Well-being and our Digital Well-being program for LoL.

# Game States

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League of Legends is a popular game online that has a big player-base both in Vietnam and global-wise.

Our player-base estimate to have more than a million of players with almost 55% of the player-base still in school-life(teenagers).



# Interview

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# Hoàng Minh Tú

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Q: Can you introduce yourself a little before we start the interview?

(A: I'm Minh Tu. Male (obviously), 19 years old. Studying on FPT Greenwich University Hanoi.)

Q: Do u have any understanding about the game?

(A: What do you means? Well, I have played League for 3 years so indeed, I understanding gameplay and game mechanics.)

Q: Do u have any idea about Digital Well-being?

(A: No. Is that a trend lately or an academic novelty?)

Q: We will implement a development (feature, currently on development phase) in order to improve player's life. Do u think it's needed in the game?

(A: If that feature improves the gameplay and players' experience, my answer would be yes. I expect your company to respect players' community when introducing new features.)

Q: We intend to decrease player's reward after certain time of playing. How do u feel about 50% less reward after 3 hours of intense playing?

(A: Hell no. Netflix doesn't charge me more if I binge it for hours. Why do you?)

Q: What do u think can be improved in this project?

(A: Gameplay, that's it. I don't give a shit about Digital Wellbeing.)

**Conclusion:** This player wasn't so interest in Digital Wellbeing. In fact, he don't want it to be implemented since he thinks it will lower his gaming enjoyment.



# Lê Phan Minh Quốc

Q: Can you introduce yourself a little before we start the interview?

A: My name is Quốc, 20 year-old-student from Saigon. Here I am participate in an interview of Riot Game in Vietnam.

Q: Do u have any understanding about the game League of Legends?

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A: I do have 5 years of experience in LoL.

Q: Do u have any idea about Digital Well-being?

A: I just have basic meaning of it. I don't really have deep understanding about Digital Well-being and sort of.

Q: We will implement a Digital Well-being development (feature, currently on development phase) in order to improve player's life. Do u think it's needed in the game?

A: I welcome it since I have been played a lot these days, but can't find motivation to stop the game.

Q: We intend to decrease player's reward after certain time of playing. How do u feel about 50% less reward after 3 hours of intense playing?

A: I think it is really good adjustment since I as a competitive player won't find much meaning after 3 hours playing continuously. I think it will be the same for others as well.

Q: If 50% is an ok option. How many hours should we applies?

A: After 5 hours, I think. It's only my reference thought since I always round number.

Q: Same with this approach, what things do u think can be improved?

A: I think we can decrease bit by bit. After 3 hours, the reward will start dropping. After 1 hour -10%, 2 hours -20%, ... I think this change won't make player lost much interest in the game as the previous mention.

Conclusion: This player supports our program since he think it's a really good implement that will improve quality of life for the player-base. He also suggests a good idea for our program which can increase our player-base satisfaction of the Digital Well-being program.

# *Interview conclusion*

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After 2 interviews, we can see that Digital Well-being is still new in general. We can see 2 different opinions in gaming experience.

The interviewee that accept digital wellbeing usually have reason they couldn't find a suitable time to quit the game if no emergency arrived. That's why this project can be a factor in their decision when the time come.

Not so many players in our server can accept new adjustment that affect their time enjoying game.

A really great opinion to improve our program in the future in the second interview. I think with some adjustments, we can implement our program with less dissatisfaction.

# Survey

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# Participants

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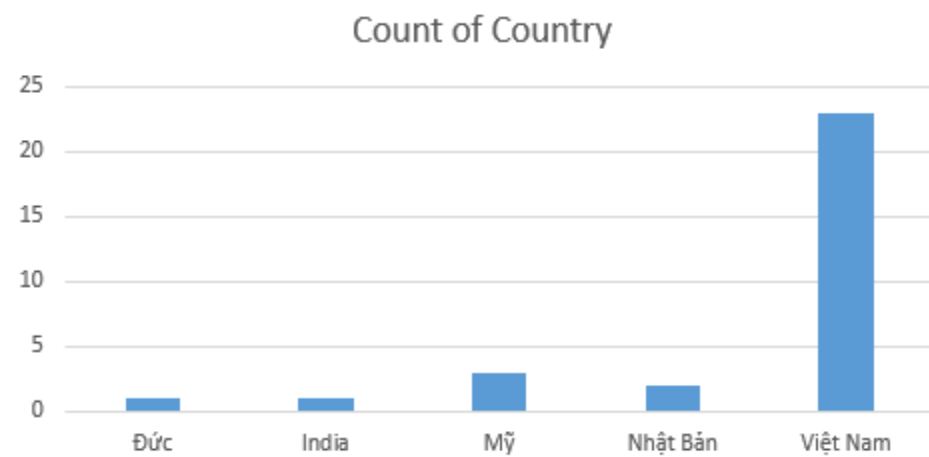
No	Name	Country	Age	Gender
1	Nguyễn Đức Trường Giang	Việt Nam	18<x<30	Male
2	Võ Minh Quân	Việt Nam	18<x<30	Male
3	Đỗ Trung Đức	Việt Nam	18<x<30	Male
4	Duke	Đức	18<x<30	Others
5	Hoàng Đức Duy	Việt Nam	18<x<30	Male
6	Minh Anh	Việt Nam	18<x<30	Female
7	Trần Việt Long	Nhật Bản	x<18	Male
8	Duy	Mỹ	18<x<30	Male
9	Lê Phan Minh Quốc	Việt Nam	18<x<30	Male
10	Cường	Việt Nam	18<x<30	Male
11	Hoàng Minh Tú	Việt Nam	18<x<30	Others
12	Phạm Thái Sơn	Việt Nam	18<x<30	Male
13	Nguyễn Hoàng Khánh	Việt Nam	18<x<30	Male
14	Trần Khải Tân	Việt Nam	18<x<30	Male
15	Gia Huy	Việt Nam	18<x<30	Male
16	Đình Thái Dương	Việt Nam	18<x<30	Male
17	Khánh Trương	Việt Nam	18<x<30	Male
18	An Tĩnh Mỹ Tuyết	Việt Nam	18<x<30	Others
19	Nguyễn Mai Minh Khôi	Việt Nam	18<x<30	Male
20	Sol	Mỹ	x<18	Others
21	Fury	Mỹ	18<x<30	Others
22	Osass	India	x>31	Others
23	Nguyễn Duy Quân	Việt Nam	18<x<30	Male
24	Tống Phước Hoàng Phúc	Việt Nam	18<x<30	Male
25	Nguyễn Minh Tuấn	Việt Nam	18<x<30	Male
26	Quang Nguyễn	Việt Nam	18<x<30	Male
27	Nguyễn Phương Nam	Việt Nam	18<x<30	Male
28	Okazaki Tomoya	Nhật Bản	18<x<30	Male
29	Phạm Mai Loan	Việt Nam	18<x<30	Female
30	Tâu	Việt Nam	18<x<30	Female

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This survey is mainly for Vietnamese's opinion about Digital Well-being and our Digital Well-being program for LoL, that's why Vietnamese get most of representation in the survey.

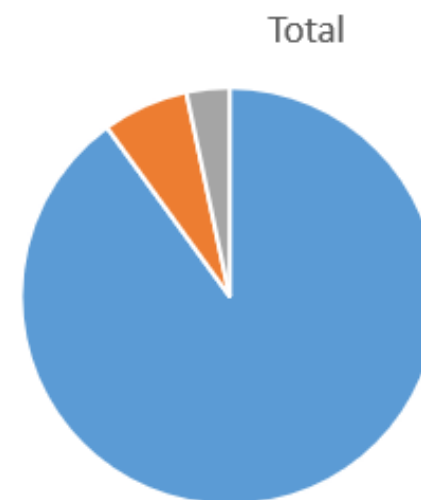
There are some foreigners in the survey.

Count of Country



Country ▼

Count of Age

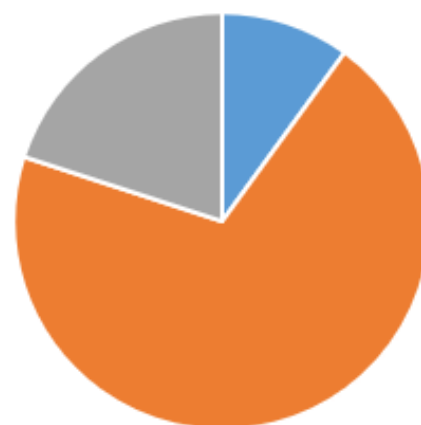


Age ▼

- 18<x<30
- x<18
- x>31

Count of Gender

Pie Chart for Gender



Gender ▼

- Female
- Male
- Others

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In order to help our participant in this survey, we give them a basic explain about digital wellbeing form the start. We hope that this will provide help for participants in this survey.

### I have basic knowledge about Digital Well-being \*

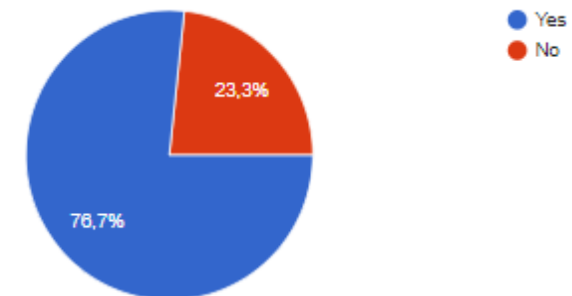
Digital Well-being: Digital well-being is a term used by health professionals, researchers and device manufacturers to describe the concept that when humans interact with technology, the experience should support mental and/or physical health in a measurable way. The goal of improving digital well-being is to design technology in such a way that it promotes healthy use and proactively assists the user to maintain a healthy lifestyle.

☐ Yes

☐ No

### I have basic knowledge about Digital Well-being

30 câu trả lời

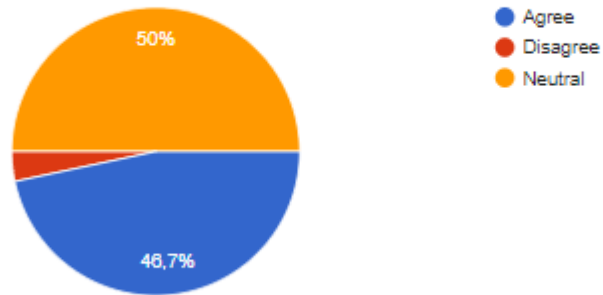


Even through digital well-being is helpful, it's hard to implement in real life

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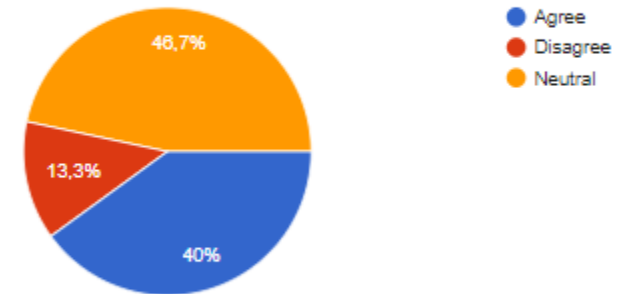
I think Digital Well-being is really helpful for life

30 câu trả lời



I think Digital Well-being is hard to implement

30 câu trả lời





# Main survey objective

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We give participants a summary of our program so that the survey can be continued without any doubt and misunderstanding.

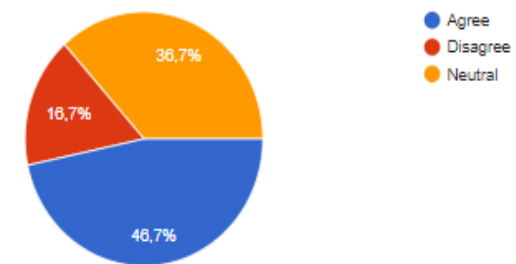
## I understand the Digital Well-being program of League of Legends ★

Our project for Digital Well-being is that we will reduce reward after certain time of playing game. For example, after 5 hours of playing we will reduce 50% of EXP and rank point, player will find it unproductive and stop playing after 5 hours per day. After 10 hours, all reward will be stopped. This will help our player-base reduce time playing the game but don't exactly stop them enjoy it.

- ☐ Agree
- ☐ Disagree
- ☐ Neutral

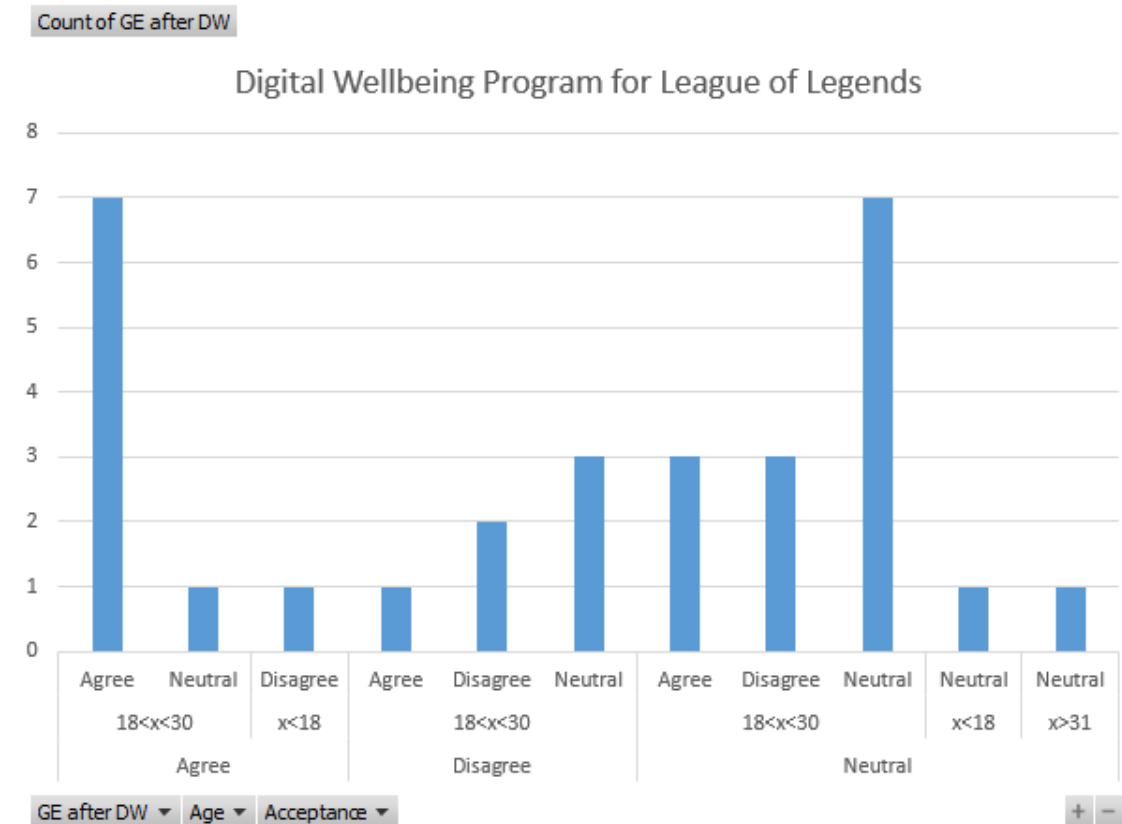
I understand the Digital Well-being program of League of Legends

30 câu trả lời



Gaming experience after Digital Wellbeing program come to active state and the acceptance of the customer

GE after DW	Acceptance	Age	Count of GE after DW
Agree	Agree	18<x<30	7
Agree	Disagree	x<18	1
Agree	Neutral	18<x<30	1
Disagree	Agree	18<x<30	1
Disagree	Disagree	18<x<30	2
Disagree	Neutral	18<x<30	3
Neutral	Agree	18<x<30	3
Neutral	Disagree	18<x<30	3
Neutral	Neutral	18<x<30	7
Neutral	Neutral	x<18	1
Neutral	Neutral	x>31	1



# Conclusion after survey

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Most of people in our player-base interest in our program is around 18 to 30. Not so many teenagers(<18) think positively about this program.

Most of the participant think it's useful but really hard to implement it.

According to our research, when a person think positive about our program, that person will most likely still playing the game after the implement. If the person disagree or stay neutral with our program, half will still consider play it. This stats show that even through the update will reduce satisfaction, it's still bearable for most of the people.

We can adjust our program in order to get the number of neutral people agree with our program. It will increase our feasibility significantly.

# Conclusion

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According to research:

Secondary: Even though there are some negative effects but there are also many positive effects of digital technologies. If we don't over-use digital technologies, it will create a significant improve in our life. However it will cause many disadvantages if we use it in wrong way.

Primary: In Vietnam's society, Digital Wellbeing is still a new concept. Almost no teenager show care about it. We need to provide a better understanding about digital wellbeing to teenagers and to society as a whole.

And for the game, the implements will have a big effect on our players and our player-base since it can't satisfy everyone. I suggest we follow the improvement about increase punishment little by little so that there will be less dissatisfaction when our program come to active.

# References

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# Thank you for listening

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