

DigiPen Institute of Technology
Introduction to Psychology
UXG1701
Fall 2024

Assignment 3: Evaluation of a Game (30%)

1. Choose any computer game (or any game), and in an essay of 2000 words- discuss and evaluate the computer game based on psychological concepts and theories that you have learnt thus far in this course.
2. Formulate a research question that will serve as the anchor of your discussion. Please check with me when in doubt of your research questions.
3. Tip: I envision that students more interested in social psychology would like to write about MMORPGs, those more interested in attention and perception might like to write about Action/FPS, those more interested in memory/intelligence/problem solving might like to write about Puzzle games, etc...
4. **VERY IMPORTANT! Spend at least some part of the essay (at least 400-600 words) explaining the game you intend to use.**
5. **Discuss at least a minimum of 3 psychological theories to apply in your essay.**
6. You may discuss theories beyond your official course syllabus.
7. **Upload onto Moodle by 29 November 2024 -2359**

Component	Weight
Introduction to the Game	10%
Theory 1 - Conceptualization Theory 1 - Application	20%
Theory 2 - Conceptualization Theory 2 - Application	20%
Theory 3 - Conceptualization Theory 3 - Application	20%
Conclusions on the role of Psychology in Game Design/Fine Arts	20%
Overall Language and Organization	10%