Max Shi

PIN 183C

Research Pitch

Hello, my name is Max Shi, and I would like to research the psychological impacts of video games. While this may seem vague, that is intentionally so, because I intend to explore many facets of this topic, including differing effects, if there are any, of introduction of video games in different age groups, different genres of video games, certain nuances including a realistic or cartoonish art style, or a first- or third-person perspective, to name a few. I want to do more research because video games come up in the news quite a bit, whenever there is a tragedy, sometimes an enjoyment of more violent video games is linked to the motives. Furthermore, there is constant criticism on the effects of violent video games whenever one is released for encouraging children to become violent and desensitizing us to violence. Also, gaming addiction has become a disorder under the WHO, and I would like to explore the classifications and effects of that further.

This is an exciting thing to study because it captures some of our own lives, where many of us grew up playing many different types of games. I want to know what kind of psychological impact it may have had on me. Also, many people around the world enjoy video games to some degree, but the term encompasses such a large range of ideas, from simple crossword games to hyper-realistic shooting games, so I think research into the effects of different types of games would also be interesting. The psychological impacts of games are relevant in modern society, impact a large population of people, and played a role in many of our lives in our generation, making them an important, exciting, and interesting thing to study.