Design Brief

Project Title: If you can't play the game, don't do the crime!

Client: Mr. Pittman

Designer(s): Spencer Wright
                Stella Lin

Problem Statement:

The amount of time spent playing video games decreases crime rates. A study from Stetson University found violence among young adults fell in the United States from 1996 - 2011 as games grew more violent. While the cost of violent video games increased from 1994 to 2014, violent crimes decreased 37% and murders by juveniles acting alone went down by 76% during that same period. According to *Journal of Adolescent Research* "Boys use games to experience fantasies of power and fame, to explore and master what they perceive as exciting and realistic environments (but distinct from real life), to work through angry feelings or relieve stress, and as as social tools. People use video games as a stress-reliever and it can help them improve their stoicism. Some researchers say violent people go for violent games, and they spend more time playing those video games than being on the streets and committing crimes. *How does the amount of time spent playing video games affect crime rate?*

Sources:

Violent Video Games - ProCon.org. (n.d.). Retrieved February 02, 2017, from

http://videogames.procon.org/

Do Violent Video Games Really Cause Aggression? (n.d.). Retrieved February 02, 2017, from

http://www.health.com/mind-body/video-games-linked-to-aggression-psychologists-group-says

Casey, M. (2015, August 17). Do violent video games lead to criminal behavior? Retrieved February 02, 2017, from

http://www.cbsnews.com/news/do-violent-video-games-lead-to-criminal-behavior/

Design Statement:

As designers, we are inspired by the simplicity and cleanliness of a line graph. We hope to use color schemes to make the visualization more aesthetically pleasing. Not only do we aspire to have a user-friendly graph, we also imagine a modern looking visualization of the data. To represent and mark ourselves as distinct designers, we will have a clean and simple logo in the corner of our visualization. Through our presentation of data through our visualization, we hope to identify a trend in crime rates in relation to time spent playing video games. Hopefully, the trend identified can be used in the future to reduce and prevent crime. We will attempt to stay away from a too complicated design, and instead focus on minimalistic portrayals. A convoluted and unorganized design can lead to confusion in the client. We will strive to create multiple graphs differentiating between types of crimes, such as homicide and aggravated assault. If the data is provided, we also attempt to tie in color coded trends within males and females in the same graph. Also, if possible we will try to tie in age.

Constraints:

- **Our deadline is February 10, 2017**
- **As designers, we have novice level coding experience**
- **Our data was limited to the years 1995 - 2008**

Conclusion

A problem statement was presented by the client, but was lacking a question. As a result, the statement was interpreted as needing to discover a trend between video game usage and crime rate. Therefore, the interpreted question was "*How does the amount of time spent playing video games affect crime rate?*" Unfortunately, video game usage data is very unreliable and is not always accurate, because some people may not record the time spend playing video games. In contrast, data regarding video

game market revenue is much more accurate because every piece of information is recorded. This data was visualized through a line graph. Through the graph, there are obvious spikes and a general increase in video game revenue, juxtaposing with the general decrease in crime (murder, rape, assault, and robbery) rates. The initial interpretation was that the crime rate was lowering over time as a result of increasing video game market revenue. However, through further observation, it is also possible that the overall crime rate is decreasing in general as society progresses, regardless of video game sales. Factors such as education and law enforcement can have a strong effect on crime rates. Depending on the interpretation of the trend, it is possible that video game usage does affect crime rates. However, this does not mean there is a direct correspondence between video game usage and crime rate. Overall, this data exploration yielded some interesting results and possible relations, but there are many other factors that may contribute to the decrease in crime rate.

Where the data was found:

Video games in the United States. (n.d.). Retrieved February 10, 2017, from
http://vgsales.wikia.com/wiki/United_States
Thierer, A. (2010, February 09). Violent Video Games & Youth Violence: What Does Real-World Evidence Suggest? Retrieved February 10, 2017, from
https://techliberation.com/2010/02/09/violent-video-games-youth-violence-what-does-real-world-evidence-suggest/