

Central topic:

How a spectrum of violence affects gameplay performance and player emotions

Main take-aways (TBD after more research):

- A certain form of violence along the spectrum improves game performance more than others
- A certain form of violence along the spectrum increases aggression more than others
- Most people enjoyed a certain form of violence along the spectrum more than others
- Violence enhances/ diminishes / has no affect on game performance
- Violence enhances/ diminishes / has no affect on game enjoyment / immersion / emotional value

Discourse breakdown:

- I. Define terms
 - A. Violence
 - B. Immersion
 - C. Empathy
 - D. General Aggression Model
 - E. Entertainment
 - F. Game
- II. Background
 - A. Violence in entertainment: pre-video game
 1. Western Timeline / milestones
 - a) Greek tragedy
 - b) Epic poems (Gilgamesh)
 - c) Shakespeare
 - d) ???
 - e) "Wild West" books and movies
 2. Eastern Timeline / milestones
 - a) ???
 3. Romanticization
 4. Good vs evil
 5. Character identification
 6. Simple solutions to complex problems
 - B. History of violence and warfare in games
 1. Go
 2. Chess
 3. Kriegspiel
 4. Early video games
 - a) Spacewar!
 - b) Asteroids
 - c) Battlezone

- d) Galaga
- e) Missile Defense
- C. First Person Shooter
 - 1. Timeline / milestones
 - a) Doom
 - b) Castle Wolfenstein
 - c) Unreal Tournament
 - d) Half-life / Half-life 2
 - e) Counter Strike
 - f) Halo
 - g) Battlefield
 - h) Call of Duty
 - 2. Significance
 - a) Mechanics
 - b) Imagery
 - c) Immersion / agency
 - d) Controversy
- D. Systematic inclusion of violence in video game development
 - 1. Military involvement
 - a) Kriegspiel
 - b) Missile Defense
 - c) America's Army
 - 2. Education
 - a) ???
 - 3. Marketing
 - a) Presentation
 - b) Desires
 - c) ???
 - 4. ???
- E. Non-FPS violence and its various guises and forms
 - 1. Aggression in sports
 - 2. Adversarial games
 - 3. "Kid friendly" violence
 - a) Mario
 - b) Zelda
 - c) Pokemon
 - d) Little Big Planet
 - e) Skylanders
- F. Why is Violence Fun? (culmination of the background section)
 - 1. Motivations / emotional needs
 - a) Autonomy
 - b) Belonging
 - c) Competency

2. Violence compounds and enhances the perception of games satisfying these needs.
3. Deep-rooted systemic inclusion of violence

III. Case studies

- A. <http://drum.lib.umd.edu/bitstream/handle/1903/10106/Travers.%20Christopher.pdf?sequence=1>
- B. <http://public.psych.iastate.edu/caa/abstracts/2005-2009/07cab.pdf>
- C. <http://www.sprachrichten.de/wp-content/uploads/2012/09/violent-video-games-prime-both-aggressive-and-positive-cognitions.pdf>
- D. <https://www.sciencedaily.com/releases/2013/03/130328091750.htm>
- E. Get more

IV. Field studies

- A. Round 1:
<https://docs.google.com/document/d/1kASbnGI-8sYP4gMmzT2V1aAjwrxkCjZZP1J9XqECruM/edit>
- B. Round 2:
<https://docs.google.com/document/d/1FNPGew3zG2kSjbjkwp8owmpCTJIZfuQrQSuHobnTX3U/edit>
- C. Round 3+ ?
- D. Analysis
 1. <https://docs.google.com/document/d/1J6yXCFtAy4bgf2Q3krsh5ZnWb-2GYZ8AfU-P8hOwlvE/edit>
- E. How I derived the start of violence spectrum from field studies

V. Violence spectrum

- A. http://jdjohnson.neocities.org/thesis_site/images/system%20prototype%203.png
- B. Why I picked the forms I have
- C. Break each form down
- D. Talk about graphics
- E. Talk about motivations / purpose
- F. Talk about realism
- G. Illustrate with game examples

VI. Designing the game

- A. Why I chose the medium (VR or not)
- B. Objectives for game
 1. Illustrate concepts discovered in research
 2. Put my claims to the test by gathering data
 - a) Player performance
 - b) Player emotional response
 3. Be fun for people typically entertained by video games
 4. Have players learn something about themselves via data generated by game
- C. Game form
 1. What it is

- 2. Why I chose it
 - a) History
 - b) Relevance to topic
 - c) Popularity
 - d) Programmability
 - 3. How objectives are accomplished
 - D. Game mechanics
 - 1. Basic gameplay
 - a) Why
 - b) How objectives are accomplished
 - 2. Subtle things
 - a) What they are
 - b) Why
 - c) How objectives are accomplished
 - E. How I shaped the game
 - 1. Show concept art
 - 2. Models
 - 3. Sounds
 - 4. How objectives are accomplished
 - F. User Testing
 - 1. How it was organized
 - 2. What I learned
 - 3. What changes were made
- VII. Playing the game
 - A. How I organized game play
 - B. Where the game was played
 - C. Who played the game
- VIII. Results
 - A. TBD
- IX. Conclusions
 - A. Tie together results and thesis topic
 - B. If thesis was proved or disproved
 - C. Do the results contradict the case studies?
 - D. How do the results compare to the field studies?
 - E. Touch upon the intended “main takeaways”:
 - 1. A certain form of violence along the spectrum improves game performance more than others
 - 2. A certain form of violence along the spectrum increases aggression more than others
 - 3. Most people enjoyed a certain form of violence along the spectrum more than others
 - 4. Violence enhances/ diminishes / has no affect on game performance

5. Violence enhances/ diminishes / has no affect on game enjoyment / immersion / emotional value

X. Future plans

A. Things that I didn't finish but wanted to

1. How would the outcome of the project have been different if these were accomplished? Good or bad?

B. If I could have changed anything...

C. Goals for future and how my project can tie into those goals