

How the industry can change the “games are bad” narrative

Dr. Rachel Kowert, PhD
Research Director, *Take This*





Video Games Aren't Why Shootings Happen. Politicians Still Blame Them.

Said one expert: "The data on bananas causing suicide is about as conclusive."



Children's Screen Time Has Soared in the Pandemic, Alarming Parents and Researchers

"There will be a period of epic withdrawal," warned one addiction specialist, once schools, activities and social life return to normal.





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Together, let's explore the science of games.



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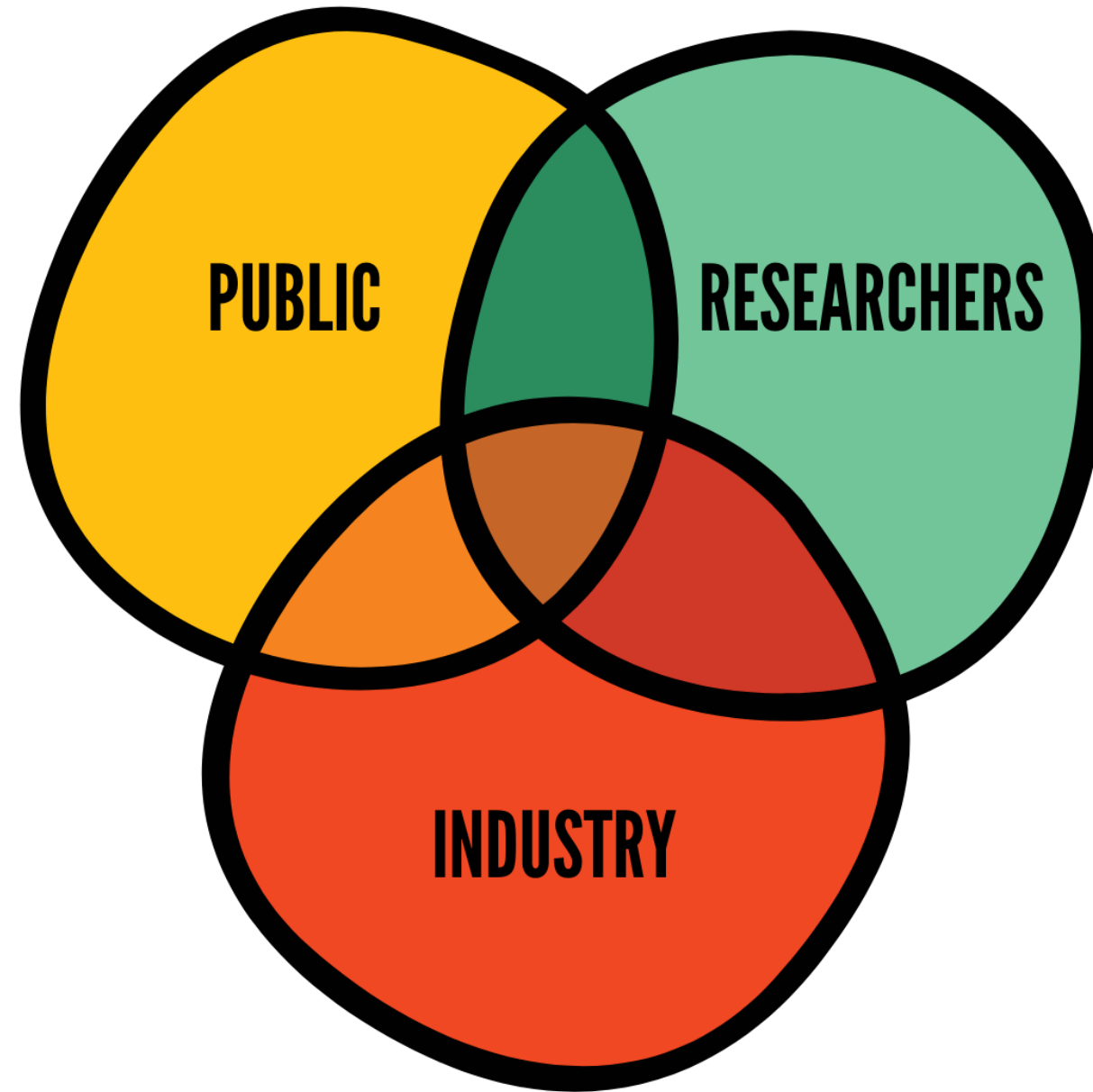
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Video Games & Moral Panic



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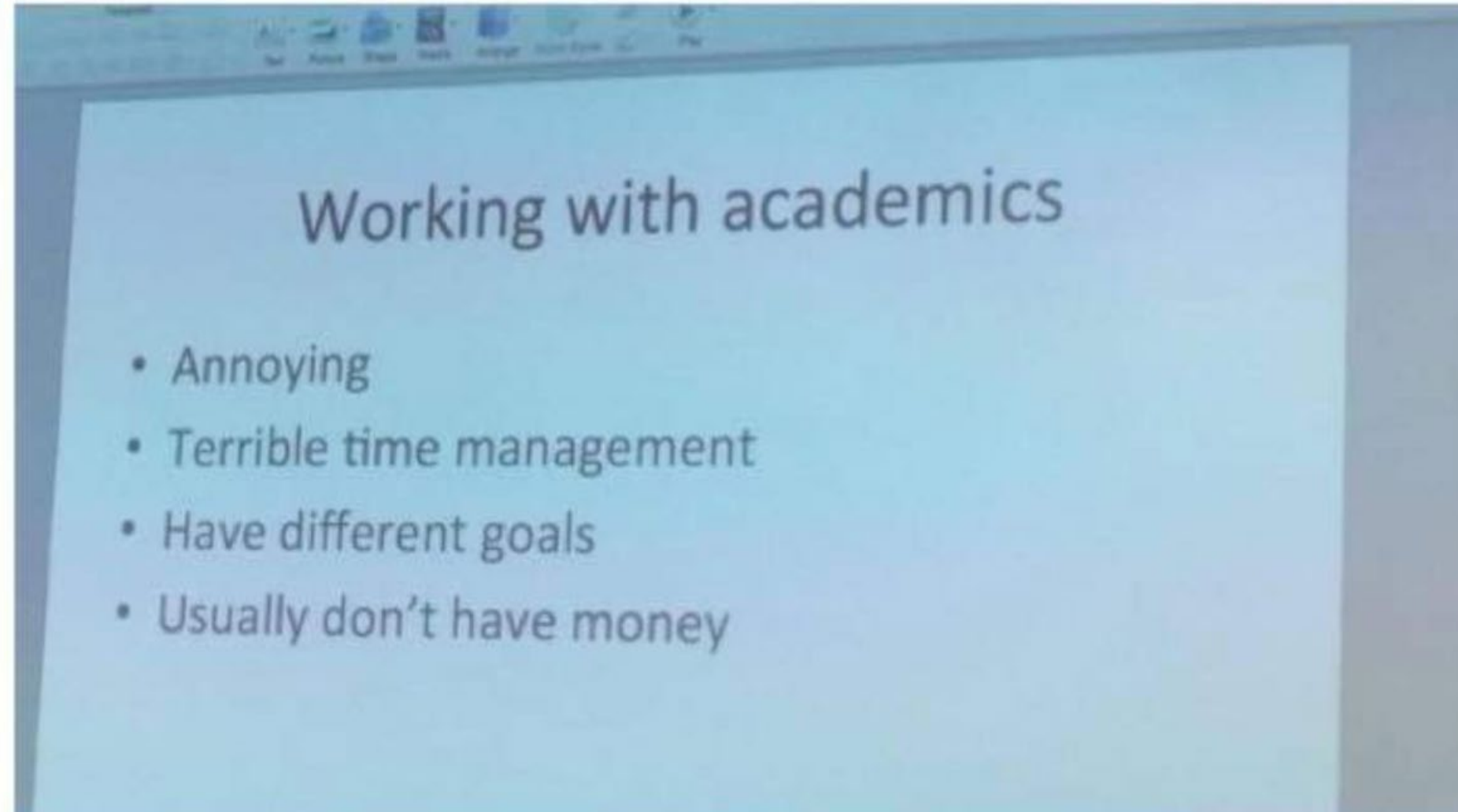
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Research Limitations

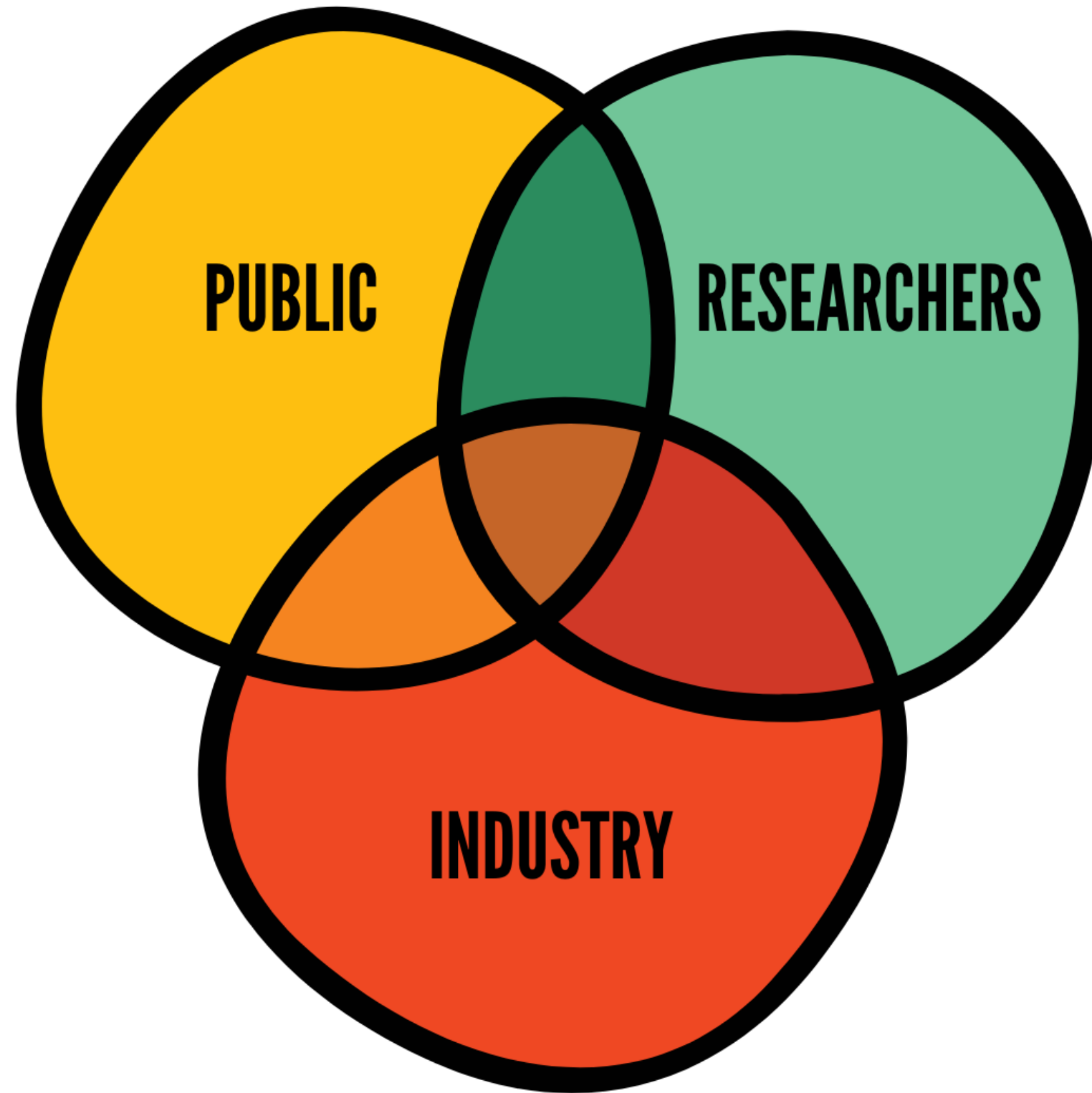
- Research design
- Participant recruitment
- Sample sizes
- Data collection

RT [@aimsinpeng](#): At a tech startup talk.
This is what they say about working w
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How psychosocial well-being and usage amount predict inaccuracies in retrospective estimates of digital technology use

Craig J. R. Sewall 

Todd M. Bear

University of Pittsburgh, USA

John Merranko

University of Pittsburgh Medical Center, USA

Daniel Rosen

University of Pittsburgh, USA

Abstract

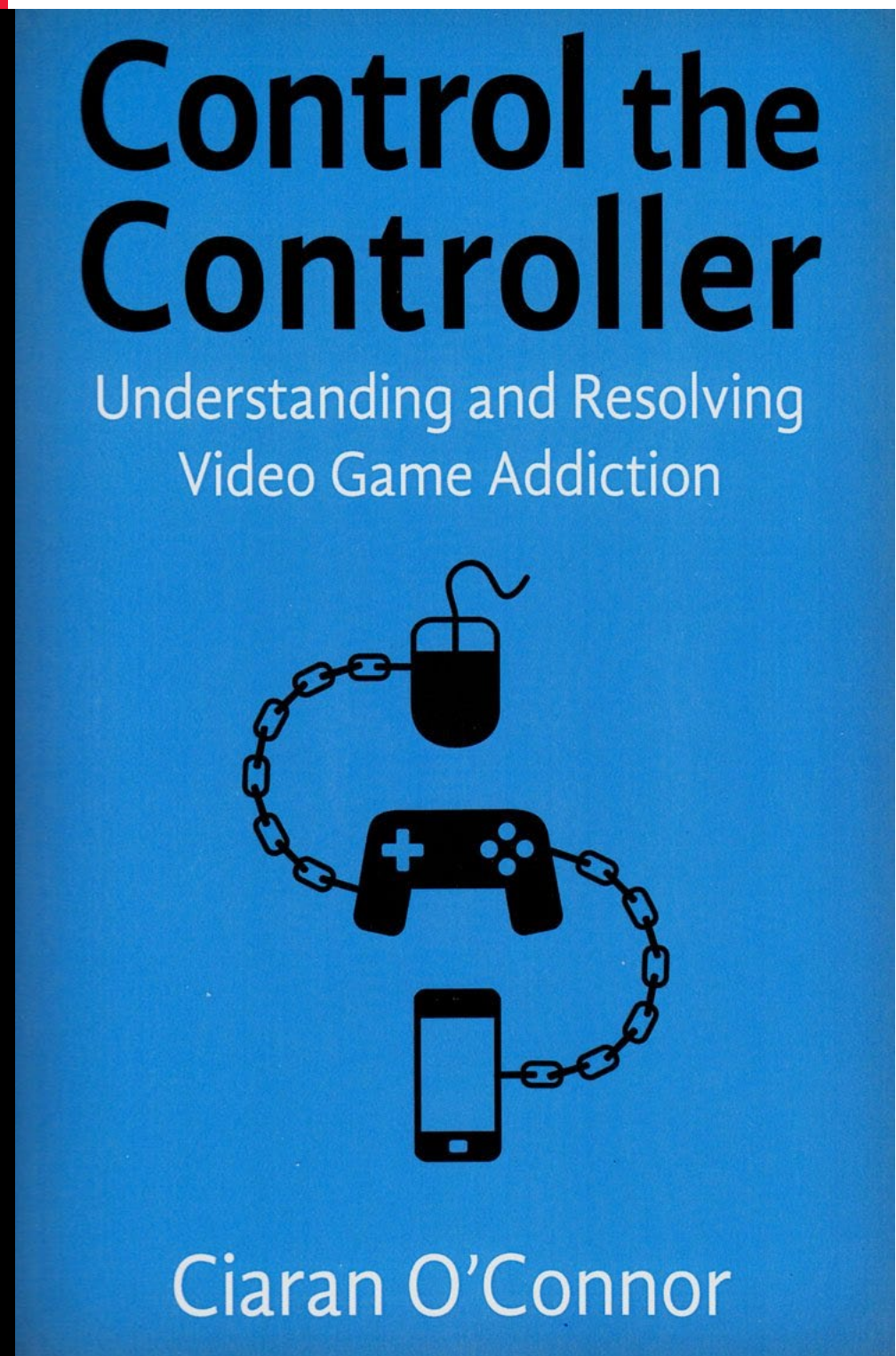
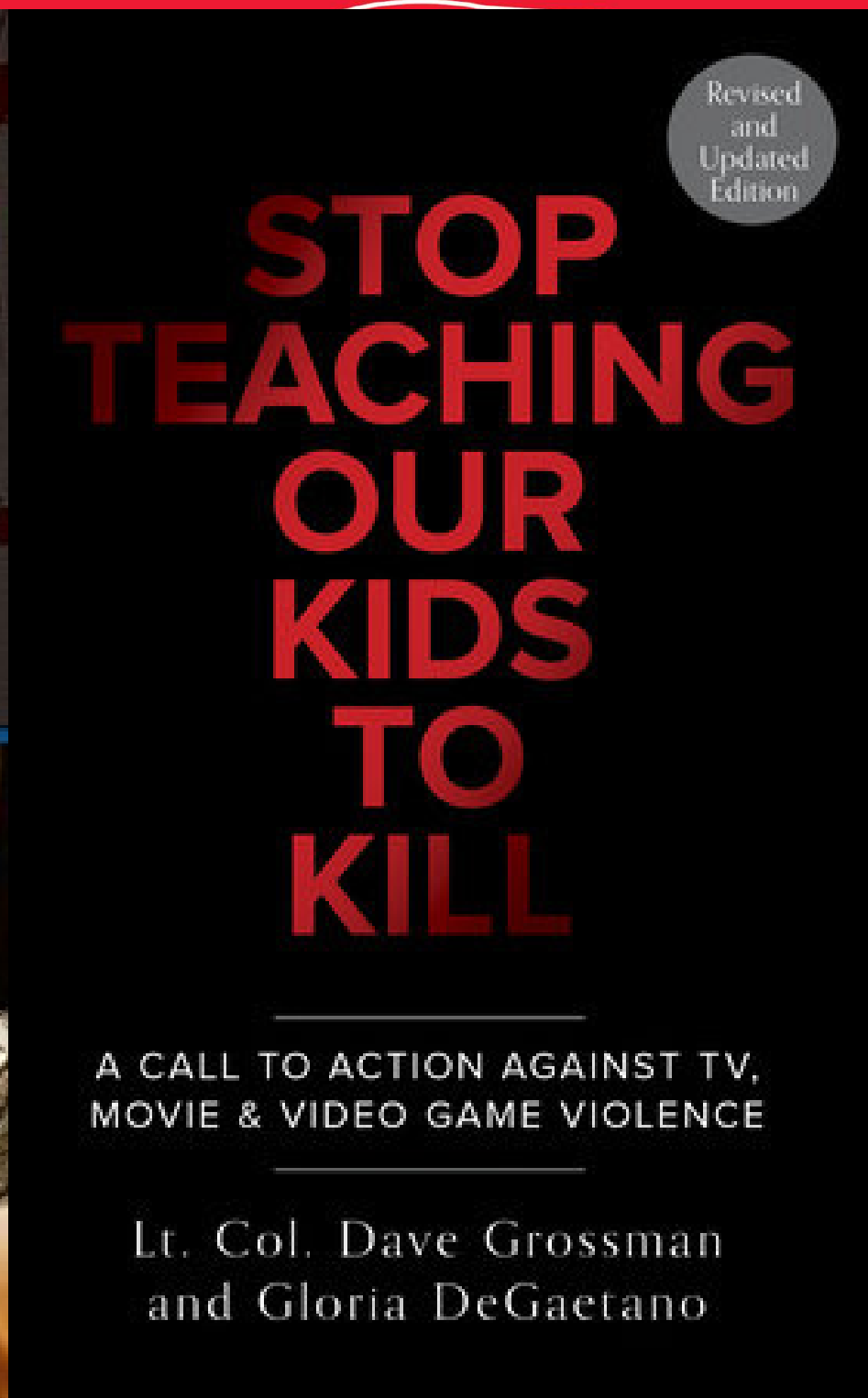
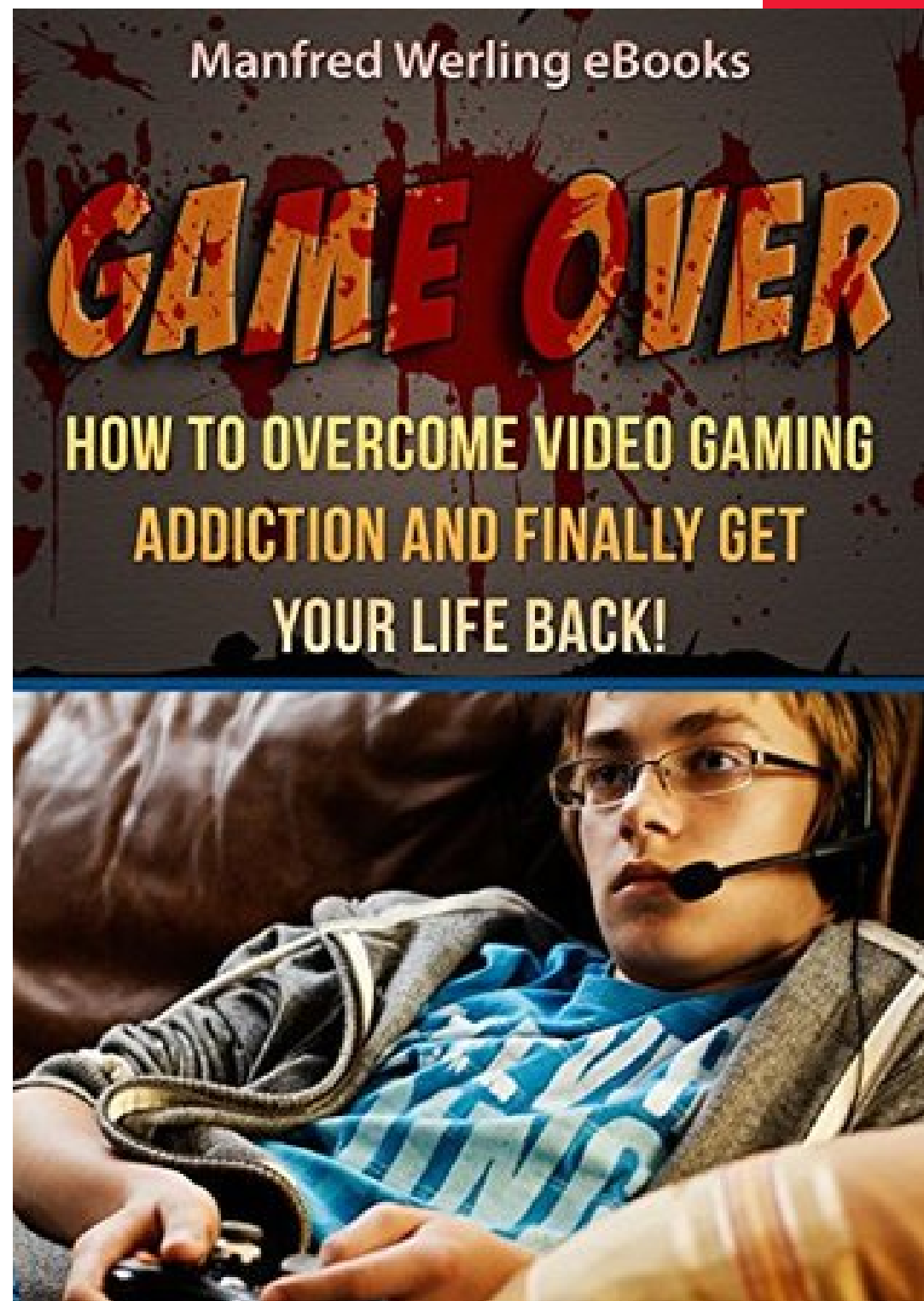
Using Apple's Screen Time application to obtain reported actual iPhone and social media (SM) use, we examined the accuracy of retrospective estimates of usage, how inaccuracies bias associations between use and psychosocial well-being (depression, loneliness, and life satisfaction), and the degree to which inaccuracies were predicted by levels of well-being.

Among a sample of 325 iPhone users, we found that (a) participants misestimated their weekly overall iPhone and SM use by 19.1 and 12.2 hours, respectively; (b) correlations between estimated use and well-being variables were consistently stronger than the correlations between reported actual use and well-being variables; and (c) the degree of inaccuracy in estimated use was associated with levels of participant well-being and amount of use. These findings suggest that retrospective estimates of digital technology use may be systematically biased by factors that are fundamental to the associations under investigation. We propose that retrospective estimates of digital technology use may be capturing the construct of perceived use rather than actual use, and discuss how the antecedents, correlates, and consequences of perceived use may be distinct from



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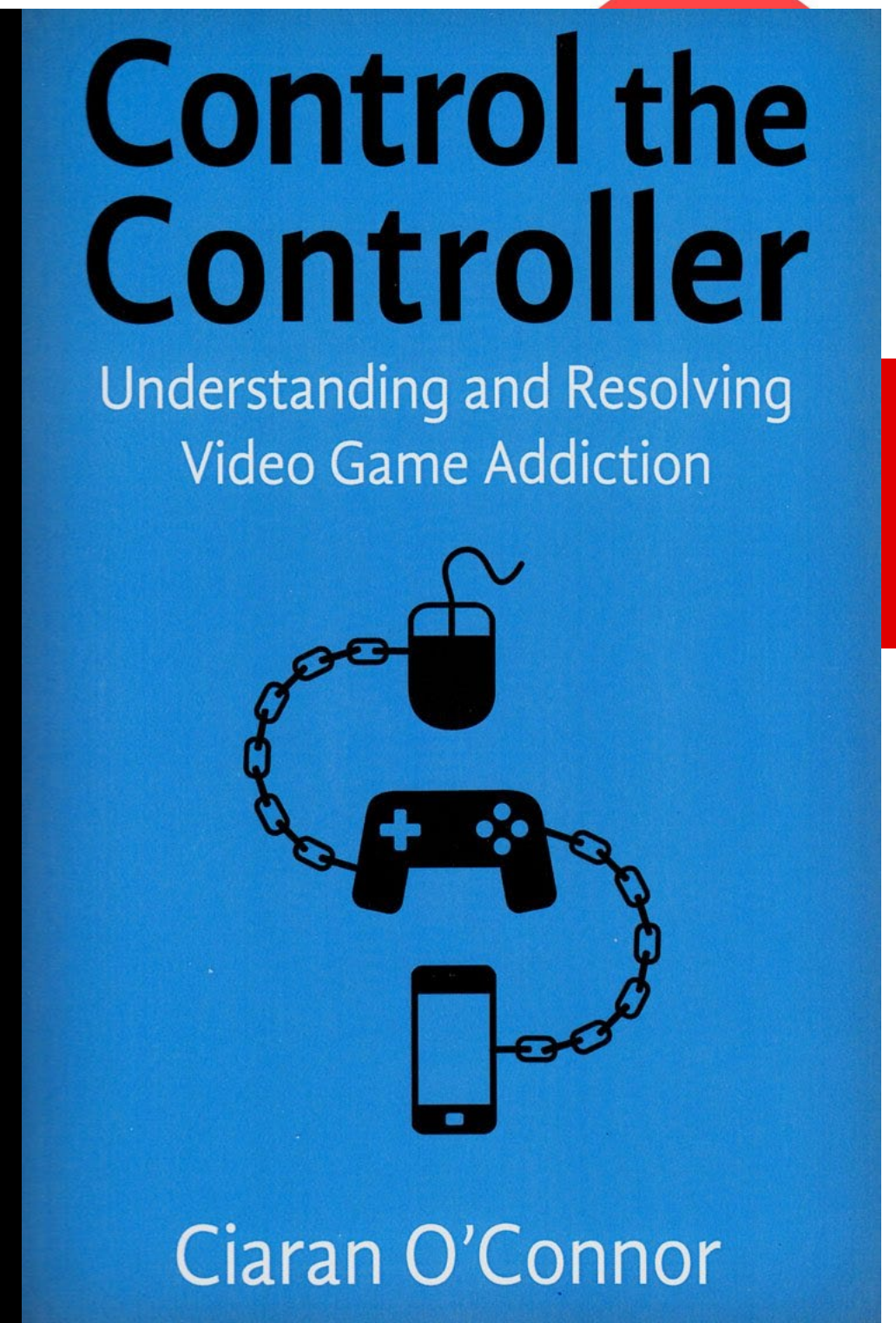
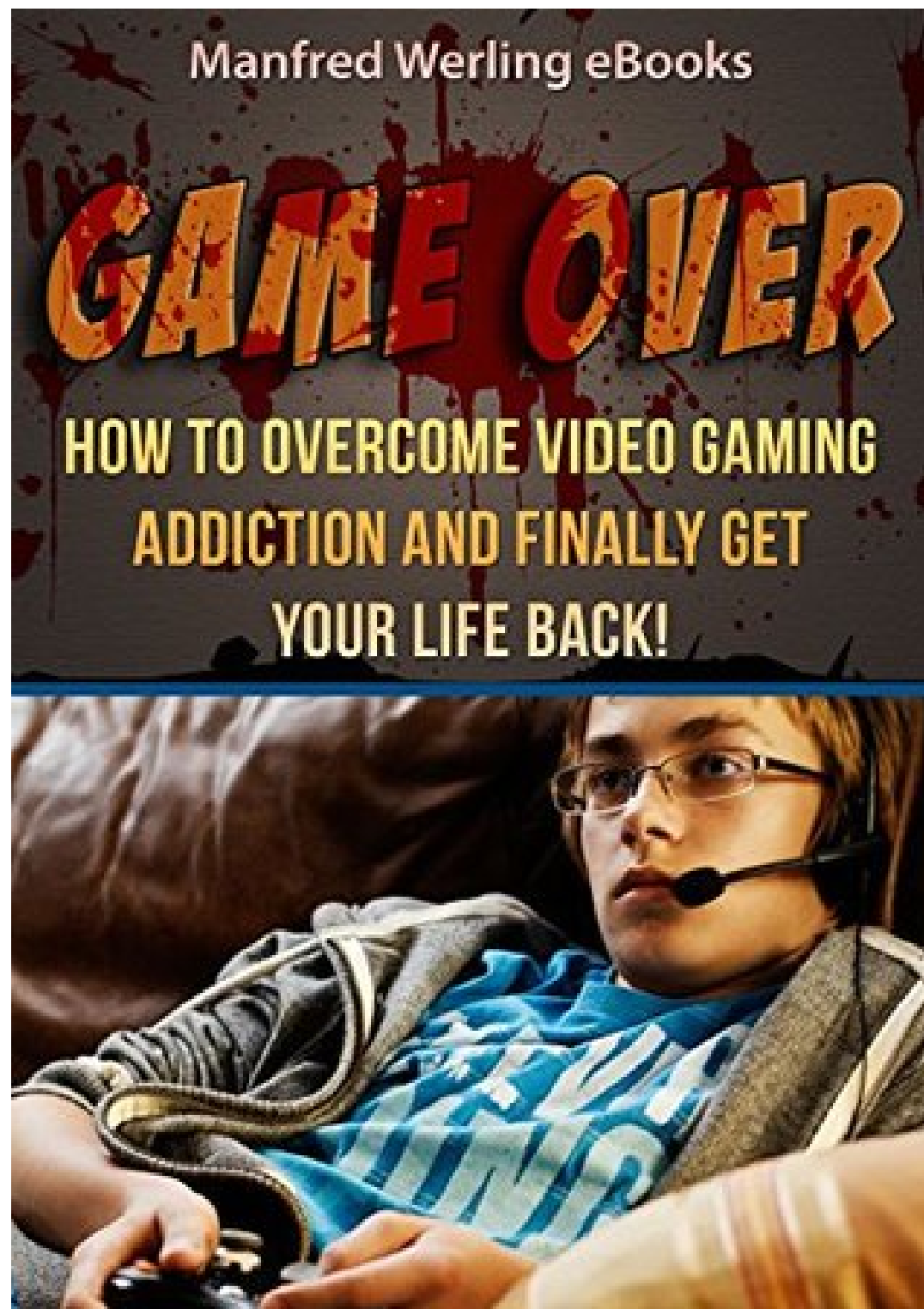


*and What That Means for the Rest of Us



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analysis, decision to publish, or preparation of the manuscript.



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Surprising findings

Nintendo solely provided data on playing times in Animal Crossing: New Horizons.

But EA also shared some data about in-game performance within Plants vs Zombies: Battle for Neighborville. This included achievements, and the emoticons the participants had used to express themselves.


The gamers were also asked how they felt about their experiences.

Prof Andrew Przybylski, who led the study, said he was surprised by the results.

"If you play Animal Crossing for four hours a day, every single day, you're likely to say you feel significantly happier than someone who doesn't," he said.

"That doesn't mean Animal Crossing by itself makes you happy."

But, he added, 40 years of previous research had suggested the longer people played, the more unhappy they said they were.

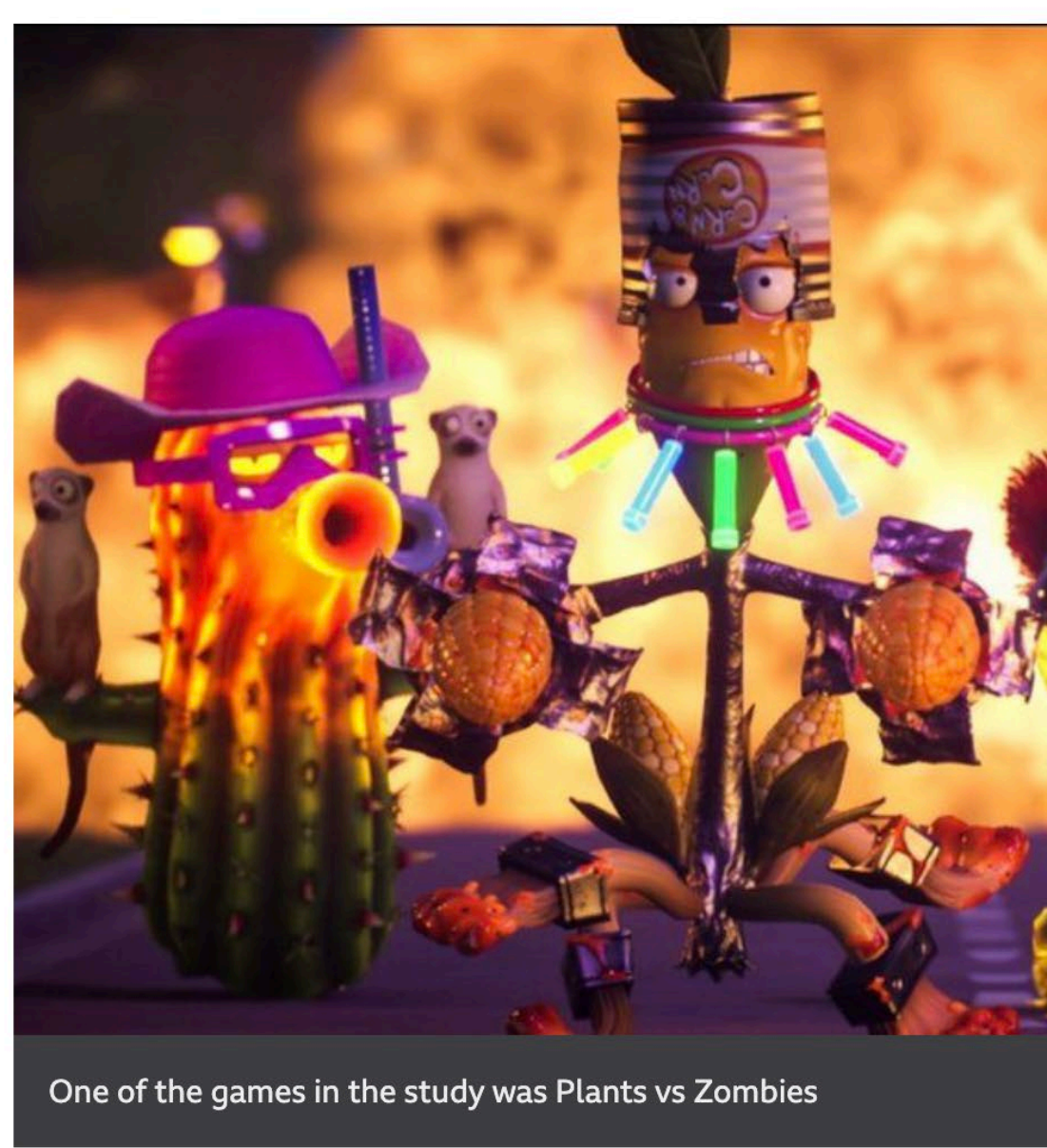


Although our data do not allow causal claims, they do speak to the broader conversation surrounding the idea of video game addiction [e.g., 15]. The discussion about video games has focused on fears about a large part of players becoming addicted [14,21]. Given their widespread popularity, many policymakers are concerned about negative effects of play time on well-being [7]. Our results challenge that view. The relation between play time and well-being was positive in two large samples. Therefore, our study speaks against an immediate need to regulate video games as a preventive measure to limit video game addiction. If anything, our results suggest that play can be an activity that relates positively to people's mental health – and regulating games could withhold those benefits from players.

Video games 'good for well-being', says University of Oxford study

By Zoe Kleinman
Technology reporter

🕒 16 November 2020 | 💬 Comments

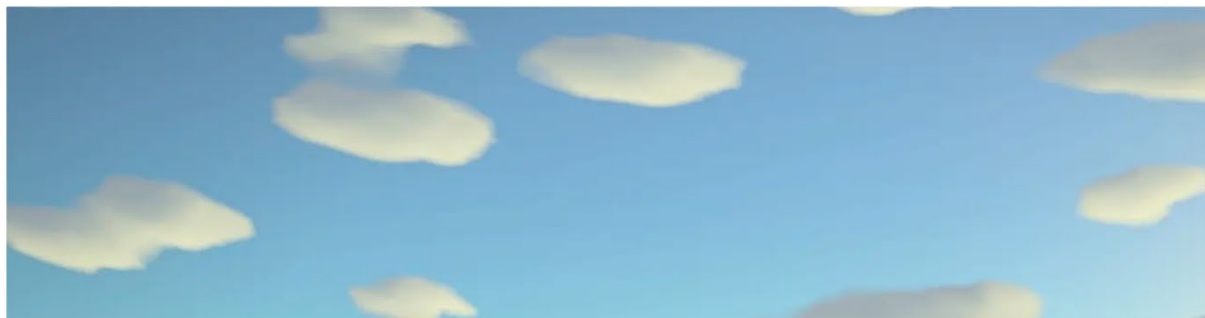


One of the games in the study was Plants vs Zombies

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Video games might actually be good for you, Oxford study finds

Isobel Asher Hamilton Nov 17, 2020, 11:17 AM



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Groundbreaking new study says time spent playing video games can be good for your wellbeing



Published:
16 November 2020



With the UK in a second national lockdown due to the Covid-19 pandemic and Christmas on the horizon, many will stay indoors to play and socially connect through video games. New [research](#) from Oxford University has delivered a surprising finding; time spent playing games is positively associated with wellbeing.

Video games help children improve literacy, communication and mental well-being, survey finds

By Alaa Elassar, CNN
Updated 3:13 AM EDT, Sat September 05, 2020



My kids’ online gaming drove me crazy – until I joined them



Video games 'good for well-being', says University of Oxford study

By Zoe Kleinman
Technology reporter
16 November 2020 | Comments



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'Animal Crossing' Is Getting Me Through Quarantine — And I'm Not Alone

"Animal Crossing: New Horizons" became a form of virtual escape for me and many others amid the chaos of the coronavirus pandemic. Here's why.

By Caroline Thompson
08/28/2020 08:00am EDT

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TRENDING

‘Grand Theft Auto’ blamed for recent surge in carjackings in Chicago. Gaming experts object to proposed Illinois sales ban.

By DARCEL ROCKETT

CHICAGO TRIBUNE | FEB 25, 2021 AT 3:43 PM



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‘Grand Theft Auto’ blamed for recent surge in carjackings in Chicago. Gaming experts object to proposed Illinois sales ban.

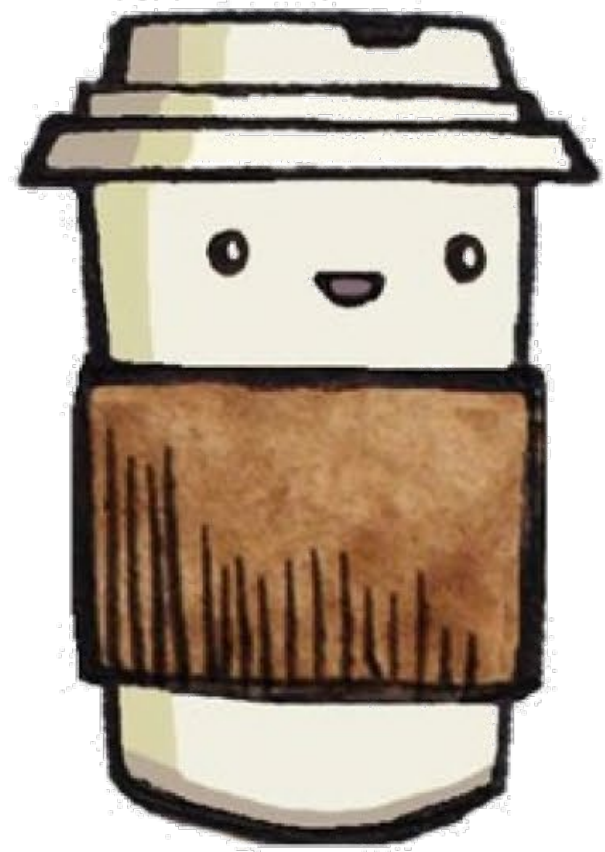
By DARCEL ROCKETT

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youtube.com/psychgeist



Radicalization of Online Gaming Spaces

There is growing concern about the types of social interactions that occur online, particularly in relation to radicalization (a change of beliefs and attitudes towards the acceptance and legitimization of violent behavior) and extremism recruitment. The goal of this project is to assess the presence of radical and extreme communication in online gaming spaces.

The uniqueness of online games: Toxic cultures, social reinforcement, and othering.

Some online spaces have been linked to the dissemination of propaganda. For example, hate speech on *YouTube* has been linked to the radicalization of young people who spend large amounts of time on the website (Roose, 2019). There is a growing concern that online gaming spaces and online gaming cultures may also be an incubator for the radicalization of its players and recruitment for extremist causes. Online games may be particularly vulnerable due to the unique intersection of cultural forces (e.g., toxic game cultures), social reinforcement, and 'othering' processes that occur within online gaming cultures, narratives, and mechanics.

Toxic Gamer Cultures

Video game cultures and 'gamer' identities derived from being a participant in the unusual activity of video gaming in the late 1970's. As part of this socio cultural niche, 'gamer' was established to define and unite a group of (predominantly male) players whilst also differentiating it from other subcultural movements (Golding, 2014). This term and these cultures have come to be integrated in to personal, social, and cultural identities (Grooten & Kowert, 2015).



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Why Everyone's Obsessed with Animal Crossing and How to Get the Whole Family Playing

From toddlers to teenagers, this Nintendo Switch game has things that appeal to kids of all ages—especially as we social distance. Here's how to get your family into Animal Crossing.

By **Fiona Tapp** | April 16, 2020

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What Is 'Animal Crossing'? A Guide to the Game Your Family Can't Get Enough Of

The open-ended gameplay of 'Animal Crossing' is soothing, even for adults.

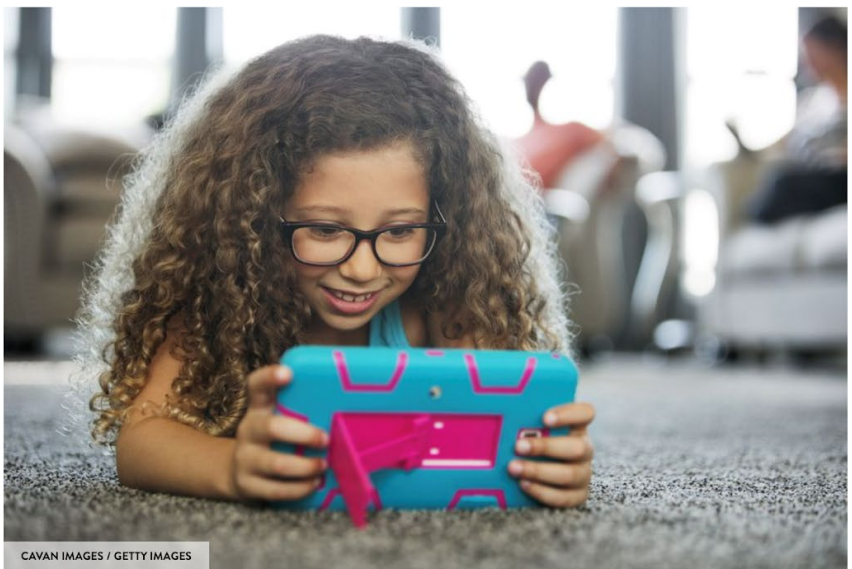
BY DANIELLE CAMPOAMOR Apr 29, 2020



What Is Animal Crossing? It's a Virtual Game That's Fun For Both Adults and Kids

If there's one game equally entertaining for adults and kids, it's Animal Crossing; the perfect game to keep everyone amused while they're stuck at home.

WD BY CORINNE SULLIVAN Apr 19, 2020



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