

navigation in virtual

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Research questions

Do players persist longer on tasks if they get to choose them?

Do players accomplish more tasks when the choice of tasks is decided for them?

methods

Our experiment has two groups:

In the first group, participants are given choice of thirty numbered task cards in the virtual environment of Grand Theft Auto IV. There are three difficulty categories of easy (green), medium (yellow), and hard (orange) tasks. The tasks are also assigned one to three points to see if adding a point value will affect choice.

In the second group, participants are given the same tasks, but the task cards are stacked in our best guess for maximum efficiency.

We also looked for acts of good behavior

... and bad behavior

We Made Them
Play This

grand theft auto IV

This is the cards for when participants choose their tasks...



(Like stopping for red lights)



(Like taking out a rocket launcher and blowing up some police cars)

Results

We are still scheduling more participants for our study to make sure we have the best possible data set we can. Therefore we can only give observations so far.

It appears that there is a skew toward the free choice group for those participants that enjoyed themselves the most.

There is a drastic difference between the amount of tasks finished between groups. More tasks are completed by the ordered task pile that we constructed.

This is who they played as...



(Those are the two cars the player could pick behind him)

This is our setup...

