MacEwan UNIVERSITY

The Effects of Video Game Experience and Time Pressure on Hiding and Searching Behaviour

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BACKGROUND

- People think about spatial information differently when hiding than when searching [1,2]
- Video game experience leads to faster hand-eye coordination and increased performance in visual navigation tasks [1]
- Video gamers are less impacted by time-pressure than non-gamers [1]
- People choose hiding locations away from locations where they think searchers will look [1]
- People hide objects differently if searched for by a friend or an enemy [1]
- Those hiding and searching for an enemy take longer to decide [3]

HYPOTHESES

- Video gamers are expected to hide and search for objects faster and more efficiently than non-gamers
- Both video gamers and non-gamers are expected to respond more slowly when hiding for an object from an enemy

Experience **playing video games reduces** negative effects of **time pressure** when hiding and searching for objects

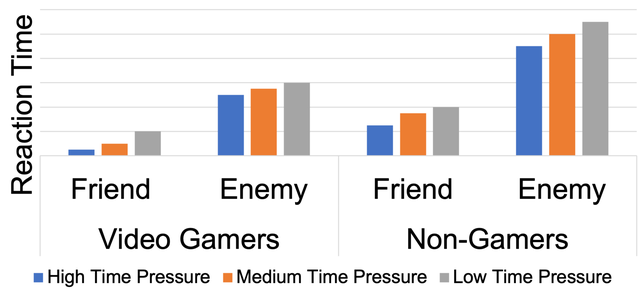
METHODS

- Sample: 480 MacEwan undergraduate psychology students
- Participants will answer a series of questions to collect demographic information and to assess experience playing video games and current stress levels
- Students will be assigned to either a friend or enemy condition and will complete hiding and searching trials in that role for the entire experiment

RESULTS

- Gamers are expected to hide and search for objects more quickly overall than non-gamers
- Both gamers and non-gamers will respond most slowly in the enemy condition

Multivariate Effects on Reaction Time



DISCUSSION

- This study will help determine to what extent time pressure impacts hiding and searching
- Results could help improve police search and seizure training

FOR REFERENCES SCAN THIS CODE: