GAMES THAT INSPIRE ALTRUISM AND PROSOCIAL BEHAVIOR

by Scott McElveen
VIOLENCE FTW!
DEFINING TERMS

• Prosocial behavior = actions performed to the benefit of others
  • Implies nothing about motive
• The Altruism Debate—is it possible?
• For now, altruism = the desire to do good to someone without concern for extrinsic reward.
RELAXATION

Our research shows that playing relaxing video games puts people in a better mood. [...] These games don't only have a positive effect on the person who plays them -- the effect reaches other people too because people who are in a good mood state are more willing to help others.
COOPERATION VS. COMPETITION

Aggression

• Non-violent competition
• Non-violent cooperation
• Non-violent solo play
• No game

Take-aways

• Competition may work against prosocial results
• Cooperation may be better than single-player play
• But may have no net positive effect either
GOAL-SETTING

Explicitly assigning the player prosocial tasks
ROLE-PLAYING
ROLE-PLAYING
**Day One**

<table>
<thead>
<tr>
<th>Treatment</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control Group: 0% Vinegar</td>
<td>White</td>
</tr>
<tr>
<td>6.25% Vinegar</td>
<td>White</td>
</tr>
<tr>
<td>12.5% Vinegar</td>
<td>White</td>
</tr>
<tr>
<td>25% Vinegar</td>
<td>White</td>
</tr>
<tr>
<td>50% Vinegar</td>
<td>White</td>
</tr>
<tr>
<td>100% Vinegar</td>
<td>White</td>
</tr>
</tbody>
</table>

**Results:**
- 50ml water + Nothing
- Control Group: White

**Image Description:**
- The diagram shows a setup with jars labeled SALT, SUGAR, VINEGAR, ROSEMARY, WATER, and CONTROL.
- A woman is pouring into a jar labeled A, while another jar labeled B remains untouched.
- The text at the bottom reads: **Y U NO INCLUDE CONTROL!?**
AVERSIVE COMMITTAL

- Compelling the player to commit morally heinous acts in the virtual world, resulting in a heightened moral sensitivity toward such acts in the real world.
AVERSIVE COMMITTAL
CONCLUSIONS

• CONTROL!
  • What inference are you trying to make?
• Long term effects
  • Art forms and informs culture
• Prosocial behavior that costs something
• Ample room to grow
  • Accessible development tools
  • Diversified audience


