

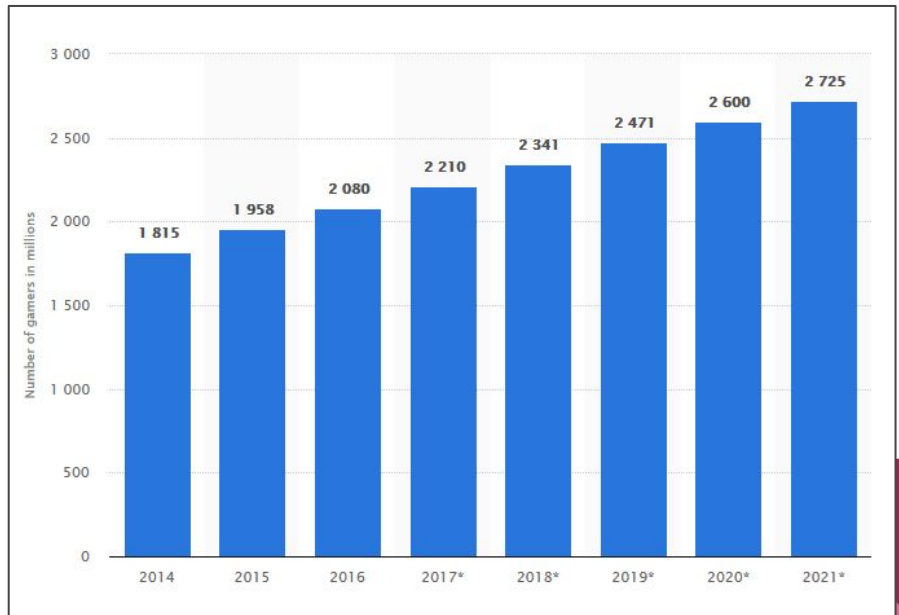
# Correlation between cooperative video gaming and team-player

By Melissa Marion

# Introduction

- Now a day everyone is a gamer.
- By having people work together individuals are more likely to “help those who have helped them” (Greitemeyer, Cox, 2013)
- The goal of the research is to “investigate whether playing video games cooperatively” will affects “teamwork behavior and team performance” (Badatala, Leddo, Islam, Patel, Surapaneni, 2017).
- Cooperative video games can make an impact on how a person can contribute to a group.

Number of active video gamers worldwide from 2014 to 2021 (in millions)



# Hypothesis

People who play cooperative video games are **more likely** to contribute more to a group.



People **who don't** play cooperative games are likely to play single player where they don't need another player.



# Method

## Participants

There were 23 Participants that took the Survey, 17 male and 6 female.

- There were 23 marital status responses (12 Single, 5 Significant other, 3 Married, 1 Divorced, 2 Widowed).
- There were 23 responses to how frequent the participant play games (11 Everyday, 8 3-6 times a week, 4 once a week).
- There were 22 responses to how much hours participant spend playing games (12 spend less than 3 hours, 7 spend less than 6 hours, 2 spend more than 10 hours, 1 spend less than 1 hour).

## Survey

There are 37 question in the survey

- 15-questions about cooperative video gaming that measure participants' evaluation of how often they player with another person and their thoughts of cooperative games
  - 15-questions about team-player that measure participants' evaluation of their thoughts of the group their in and what their members think of them.
  - 7-questions about the participants demographic
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# Results

- A Pearson correlation was conducted to assess the relationship between cooperative video gaming and team-player. There was a positive correlation between the two variables,  $r = .33$ ,  $n = 18$ ,  $p < .185$ .
- Overall, there was a weak, positive correlation between the two variables, but there were a few questions that did support my hypothesis, but...

## → Correlations

[DataSet1] C:\Users\Student\Desktop\MelissaSurveyProject.sav

### Correlations

		CooperativeVi deoGaming	Teampayer
CooperativeVideoGaming	Pearson Correlation	1	.327
	Sig. (2-tailed)		.185
	N	21	18
Teampayer	Pearson Correlation	.327	1
	Sig. (2-tailed)	.185	
	N	18	20

# Results

- There was a positive correlation between three cooperative video gaming questions (My group members would rather fail together than fail on their own in a video game, My group member communicate freely about their problem outside of videogames, This group gives me enough opportunities to improve myself) and four team-player questions (During group work, I usually make sure everyone is involved in the discussion, In a group, people have often described me as dependable, Most of the time, I am honest and authentic, In relating to other team members, at times I get annoyed because they don't see the importance of working well together), they had an mean of  $r = 0.53$ ,  $n = 22.5$ ,  $p < .01$

Overall, there was a strong, positive correlation were correlated with increases in cooperative

- video gaming of team-player.

**Correlations**

		2. My group members would rather fail together than fail on their own in a video game	9. My group member communicate freely about their problem outside of video games	13. This group gives me enough opportunities to improve myself	1. During group work, I usually make sure everyone is involved in the discussion	13. In a group, people have often described me as dependable	14. Most of the time, I am honest and authentic	15. In relating to other team members, at times I get annoyed because they don't see the importance of working well together
2. My group members would rather fail together than fail on their own in a video game	Pearson Correlation	1	.099	-.112	.173	.534*	-.027	.195
	Sig. (2-tailed)		.654	.620	.431	.011	.904	.373
	N	23	23	22	23	22	23	23
9. My group member communicate freely about their problem outside of video games	Pearson Correlation	.099	1	.238	.527**	.201	.517*	.383
	Sig. (2-tailed)	.654		.286	.010	.369	.011	.071
	N	23	23	22	23	22	23	23
13. This group gives me enough opportunities to improve myself	Pearson Correlation	-.112	.238	1	.069	.170	.285	.533*
	Sig. (2-tailed)	.620	.286		.759	.461	.199	.011
	N	22	22	22	22	21	22	22
1. During group work, I usually make sure everyone is involved in the discussion	Pearson Correlation	.173	.527**	.069	1	.271	.564**	.118
	Sig. (2-tailed)	.431	.010	.759		.223	.005	.592
	N	23	23	22	23	22	23	23
13. In a group, people have often described me as dependable	Pearson Correlation	.534*	.201	.170	.271	1	.245	.306
	Sig. (2-tailed)	.011	.369	.461	.223		.271	.166
	N	22	22	21	22	22	22	22
14. Most of the time, I am honest and authentic	Pearson Correlation	-.027	.517*	.285	.564**	.245	1	.136
	Sig. (2-tailed)	.904	.011	.199	.005	.271		.536
	N	23	23	22	23	22	23	23
15. In relating to other team members, at times I get annoyed because they don't see the importance of working well together	Pearson Correlation	.195	.383	.533*	.118	.306	.136	1
	Sig. (2-tailed)	.373	.071	.011	.592	.166	.536	
	N	23	23	22	23	22	23	23

\*. Correlation is significant at the 0.05 level (2-tailed).  
 \*\*. Correlation is significant at the 0.01 level (2-tailed).

# Discussion/Conclusion

The purpose of this study was to conduct a test to see if there was a Pearson correlation between cooperative video gaming and team-player.

I was expecting a stronger correlation between my two variables at least more than .5 .

It also didn't help that I use Discord that is mainly targeted for gamers, I needed more variety of people to get better results.

I wish in the survey I asked more questions revolving around how does that player feel about helping other people out.

Instead, I focus too much on how people saw himself and their feeling about the group.