“I Don’t Want To Shoot The Andriod”: Players Translate Real-Life Moral Intuitions to In-Game Decisions in Detriot: Become Human

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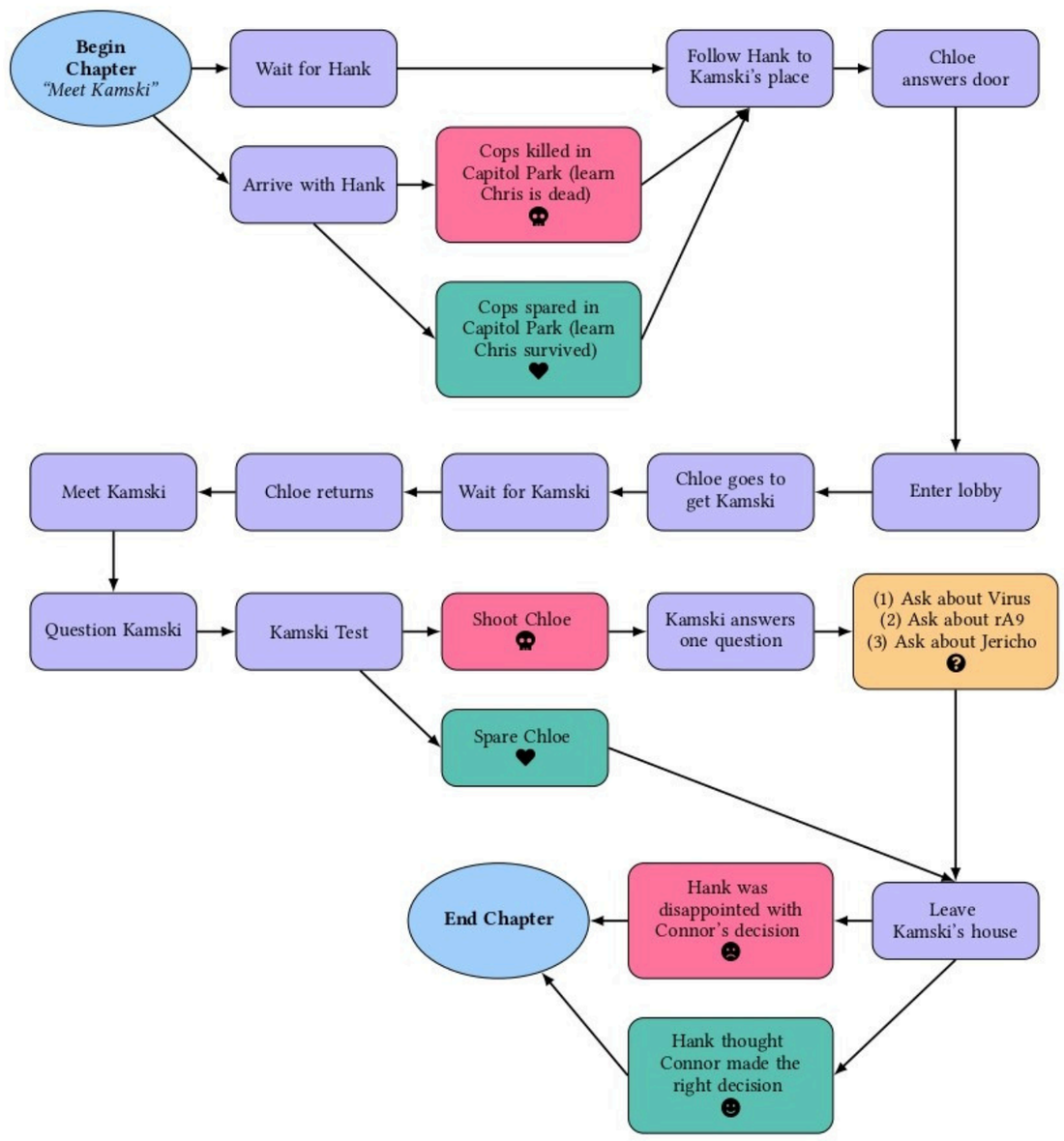
ABSTRACT:

This publication explores whether in-game moral decision-making is influenced by real-life morality, using Detroit: Become Human (2018) by Quantic Dream as the research medium. The findings reveal that players often apply their real-life morals to in-game choices, though other factors, such as emotional connections with characters, also impact decisions. This study enhances understanding of morality in gaming and offers valuable insights for game developers on incorporating moral dilemmas to enrich player experience.



Eg. Chapter Meet Kamski

PROCEDURE:

DISCUSSION:

- Participants typically apply their own morality during the first playthrough, aligning in-game decisions with real-life values to reflect their personality in the character.
- Moral decisions were driven by a desire to avoid negative emotions like guilt, and participants aimed to act fairly and avoid causing harm.
- The small sample size may have negatively impacted the reliability scores, as previous research with the MFQ30 typically involves larger participant groups.

CONCLUSION:

This study explores how real-world morality influences in-game decisions. With 19 participants, it found that players apply their own morality during the first playthrough, with later choices shaped by experimentation, emotional connections, and game realism. These findings can guide game designers in creating morality-driven narratives and contribute to understanding moral responses in HCI.

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DETROIT BECOME HUMAN

“I DON’T EVEN REMEMBER WHAT I READ”: HOW DESIGN INFLUENCES DISSOCIATION ON SOCIAL MEDIA

BACKGROUND

There are seven authors.The publication date of this article is April 28, 2022.Although the National Science Foundation and the Facebooks provided funding for it, the National Science Foundation is not represented in it. The success of this study is largely due to Ningyuan Lee's help in addressing challenges during the development of the Chirp app and Kelsey and Molly's embodied awareness of dissociation.

METHODOLOGY

Using a custom Twitter client called Chirp (based on the open-source Twidere app), this study examines how design choices impact users' dissociation during social media use. Four iterations of Chirp were developed with various internal and external design interventions to assess their effects on users' sense of agency and dissociation. Real-time user feedback was collected using the Experience Sampling Method (ESM), and detailed user behavior was tracked through behavioral logging. Participants were recruited through email lists and Mechanical Turk, and after four weeks, in-depth interviews were carried out with 11 participants who used Chirp more than three days a week.

RESULTS

According to study findings on dissociative behaviors using Chirp, users frequently report "losing track of time" or getting engrossed in their feeds—a phenomenon akin to highway hypnosis. Dissociation is the act of idly reading through or interacting with content while oblivious to one's surroundings or activities. Users also use social media in an instinctive way, which is comparable to driving without giving the work any thought. The emotional impact of dissociation varies, with some viewing it as a peaceful respite, while others experience embarrassment, frustration, or fury. Compulsive technology use frequently coexists with normative detachment, which is made worse by features like endless feeds and notifications. By offering obvious stopping points or usage reminders, design interventions such as time limit dialogs, reading history labels, and personalized lists assist lessen separation.There are differing responses to dissociation; some people feel guilty about what they did, while others justify it.

DISCUSSION

The study contrasts user interaction with social media with the "internet addiction" framework and presents the idea of normative detachment as a means of explaining it. The field of Human-Computer Interaction (HCI) will be greatly impacted by this reinterpretation, especially in terms of comprehending user behavior and creating more effective digital experiences. HCI researchers and designers can stop blaming users for "addiction" and instead concentrate on design solutions that promote healthy connections with technology by acknowledging that users naturally reach a cognitive state of profound concentration or mindless scrolling. By offering a more nuanced understanding of user engagement and opportunities for HCI professionals to reimagine user experience (UX) designs that are less about maximizing time-on-site and more about enabling conscious and satisfying usage patterns, the research can challenge the "addiction narrative".

CONCLUSION

THE NORMATIVE DISSOCIATION STRUCTURE, WHICH DESCRIBES USERS' BEHAVIOR ON SOCIAL MEDIA, IS INTRODUCED IN THE RESEARCH DOCUMENT. IT IMPLIES THAT THERE ARE TWO PRIMARY STATES THAT USERS FREQUENTLY GO THROUGH: MINDLESS BROWSING AND INTENSE IMMERSION IN MATERIAL. USERS MAY FIND IT DIFFICULT TO LEAVE THE PLATFORM WHEN THEY ARE DISSOCIATED, UNDERSCORING THE FACT THAT SOCIAL MEDIA NETWORKS ARE NOT NEUTRAL ENVIRONMENTS. ACCORDING TO THE STUDY, DESIGN INTERVENTIONS CAN ASSIST USERS IN REGAINING SELF-AWARENESS AND CAN EVEN INTERFERE WITH NORMATIVE DISSOCIATION. IT PROMOTES DESIGNS THAT ALLOW CONSUMERS TO LEAVE THE EXPERIENCE WHENEVER THEY'D WANT BY STRIKING A BALANCE BETWEEN ABSORPTION AND DISENGAGEMENT. RESEARCH CASTS DOUBT ON THE MYTH SURROUNDING "INTERNET ADDICTION" AND HIGHLIGHTS THE VALUE OF CREATING GREAT USER EXPERIENCES IN DESIGN. IT ALSO EMPHASIZES HOW SOCIAL MEDIA FIRMS NEED TO RECOGNIZE THAT DEEP ABSORPTION IS A DESIGN FEATURE OF THEIR PLATFORMS. THE IDEA HAS WIDE RAMIFICATIONS FOR PROGRAMS PROMOTING DIGITAL WELLBEING.

NORMATIVE DISSOCIATION AWARENESS

WEBUI : A DATASET FOR ENHANCING VISUAL UI UNDERSTANDING WITH WEB SEMANTICS

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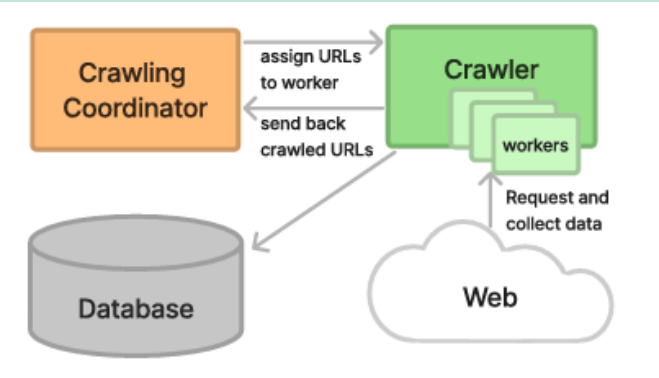
ABSTRACT

In this publication, they traversed web pages for the purpose of finding better comprehension of visual UI models through transfer learning techniques, using a plethora of automatically collected web pages. This research, which harboured the creation of a vast dataset of web pages called WebUI, has the potential to enhance the future in creation of visual UI models on the web through analysis of the composed dataset, and a demonstration for the usefulness of the dataset. The findings from this paper show that generally, the data that can be collected from web pages usually can improve performance of pages that have a lack of labeled data for UI.

METHODOLOGY



For this research, the dataset that was built utilized an automated cloud-based web crawler for data collection, amassing 400,000 web pages to be used for the analyses. This crawler consisted of a server that kept track of queued and visited websites, a set of crawler workers that scrape URLS with a headless browser, and a database service that stored findings from the crawler workers.

RESULTS

The study in element detection models found that the models that have been pre-trained with examples from the WebUI dataset outperformed the models without pre-training.

For screen classification, the results were that the introduction of self-training (even for smaller datasets for training) produced improved performance in recognizing screen types.

Training with more data in the quantitative evaluation made a significant improvement in performance. The qualitative model was better at detecting some transitions, though it was less effective at others, such as software keyboards and dialogues.

DISCUSSION

The element detection model shows how having better element detection can lead to a better user experience by having clearer outlines for bounding elements. *For example, web pages with screen readers can be even more accurate than they are currently without the need for more advanced tools like AI assisting the tasks. There were limitations to this part of the study, and they came from the fact that the model was unable to attain the same mAP score that was first set for the dataset used, but this was rectified since consistency across the model was kept.

Screen classification introduced the self-training method, which caused the baseline model to perform worse than previously reported score results. A student model was trained to investigate the architecture on a new model. The dataset used was smaller than the WebUI dataset (about 18% of the WebUI dataset) so the model's classification skills were poor.

The screen similarity models applied "unsupervised" detection in the unlabeled android videos, but there are detection strategies that can utilize labeled data which could improve the accuracy of the model's performance.

CONCLUSION

This research harboured the development of the WebUI dataset which can be used to support visual UI modelling through its massive 400,000 web page pool. The automatic nature of the web crawler made the dataset efficiently attainable, allowing for more time for application of the data. The three visual UI modelling tasks: element detection, screen classification, and screen similarity yielded many different results that can assist in leading the HCI field to further development.