ENTERTAINMENT TECHNOLOGY AND HUMAN BEHAVIOUR: LITERATURE STUDY

Matthias Rauterberg  
Department of Industrial Design  
Technical University Eindhoven (The Netherlands)

1. LITERATURE SEARCH

We have done an intensive literature search online in all accessible databases provided by the central library of the Technical University Eindhoven, The Netherlands.

1.1 KEYWORDS

The following search terms and keywords are used, context dependent in different combinations:

- Academic achievement, aggression, ANOVA, cognition, computer, education, edutainment, emotion, entertainment, gamble, game, meta analysis, PDF, performance, pet, positive effect, religion, robot, school record, school, technology, therapy, user study, video, violence.

1.2 SEARCH DONE ONLINE

In May, June and July 2004 the following sources are searched:

- ACM Digital Library:  
  http://portal.acm.org/dl.cfm
- Google:  
  http://www.google.com/
- IEEE Computer Society Digital Library:  
  http://www.computer.org/publications/dlib/
- ISI web of science:  
  http://isi4.isiknowledge.com/
- Kluweronline:  
  http://www.kluweronline.com/
- LookSmart:  
  http://www.findarticles.com/
- Prenctice Hall:  
  http://vig.prenhall.com/
The next chapter provides the results of about 440 found documents. All listed references can be downloaded in full-text (PDF format) from the following link (zipped files alphabetically sorted by first author’s family name):

http://www.idemployee.id.tue.nl/g.w.m.rauterberg/references-ec.html

Most of the collected documents could be classified according the following five categories:

- **Meta review** [MR]: a meta-review is based on literature studies, literature review(s) and at least one meta-analysis.
- **Meta analysis** [MA]: a meta-analysis study is based on a structured and often quantitative analysis of several empirical studies.
- **Literature review** [LR]: a literature review is a comprehensive theoretically oriented analysis of the state of the art according the selected topic.
- **Literature study** [LS]: a literature study is less ambitious than a literature review, mainly provides a good overview over the state of the art with some conclusions.
- **Empirical study** [E]: an empirical investigation, mainly experiment, field test, inquiry, etc.
- **Design study** [D]: a description of the design of an entertainment product with some user testing or evaluation (pure technical papers are excluded from this literature study).
- **Survey study** [S]: a survey study is mainly motivated by marketing aspects, and provides descriptive data about the selected topic; it is somewhat difficult to clearly distinguish between an empirical inquiry study and a market survey, because both present user data.
- **Any others** [O]: any other document that could not be categorized according the above mentioned categories.

MR includes MA; MA includes LR; LR includes LS; LS includes E, D and/or S.

2. REFERENCES


Early Years Special Interest Group, Retrieved May 4, 2004 from http://www.bera.ac.uk/
[LR]
Entertainment, Vol. 1, No. 1, [online journal]. [LR]
and methods in research on teaching and learning. Retrieved May 4, 2004 from
report, ‘The implications of recent developments in neuroscience for research on teaching
and learning’. Retrieved May 4, 2004 from
Desouza, K.C. (2003). Strategic contributions of game rooms to knowledge management:
[LR]
DeYoung, C.G. & Spence, I. (2004). Profiling information technology users: en route to
post-traumatic stress disorder: a case report. CyberPsychology & Behavior, Vol. 5., No. 6,
pp. 529-535. [E]
pages. [O]
Progress in Brain Research, Vol. 135, pp. 399-407. [LR]
Bekoff (ed.) The Encyclopedia of Animal Behavior, Greenwood Press. [D]
game habits on adolescent hostility, aggressive behaviors, and school performance.
Journal of Adolescence, Vol. 27, No. 1, pp. 5–22. [E]
pp. 5-8. [LR]
Systems, Vol. 42, pp. 177-190. [D]
belief scale: internal structure and external relationships. In: D. M. Wulff (Eds.) Handbook
of the Psychology of Religion. Oxford University Press. [LR]
Sydney: Office of Film and Literature Classification, Australia. [S]
Durkin, K. & Barber, B. (2002). Not so doomed: a computer game play and positive
pages), Sydney: Office of Film and Literature Classification. [LR]
education technology: background material for the first meeting of the technical working
group. Retrieved May 7, 2004 from
http://www.ed.gov/about/offices/list/os/technology/background.pdf [MR]
in the classroom. Routledge. [LS]


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Kim, J. Y. (1998). The effects of frequency and quality of interactions in a computer-based learning system. *Master Thesis* at Faculty of Virginia Polytechnic Institute and State University, USA. [E]


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Conference on Intelligent Autonomous Systems (IAS-8), 10-13 March, Amsterdam, The Netherlands, IOS Press. [D]


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Abrams, J. M. Marques, & M. A. Hogg (Eds.), *The social psychology of inclusion and exclusion*. Philadelphia: Psychology Press. [LR]


Yano, Y. (2003). Effectiveness of interactive multimedia for children with special educational needs-educational games and their effect on children’s motivation. Bachelor Thesis at SAE Institute of Middlesex University, UK. [D]


Not available reference in database: