



INDEPENDENT PROJECT FINAL VIVA

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The Ethics and Morality behind Cheating in Video Games



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Introduction

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**Analysis of
Results**



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01.

Introduction



INTRODUCTION



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AIMS



- Investigate players who cheat
- Changes in behaviour
- Ethical and moral concerns
- Effects on others

OBJECTIVES



- Reasons
- Impact on users
- Social impact
- Analyse concerns
- Effects of cheating in multiplayer
- Alternative solutions

INTRODUCTION



HYPOTHESIS



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02.

LITERATURE REVIEW



CHEATING



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REASONS

Why do people cheat?

IMPACTS

Players vs Communities

CONCERNS

Ethical and Moral

SOLUTIONS

Anti-Cheat Methods



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REASONS



REASONS



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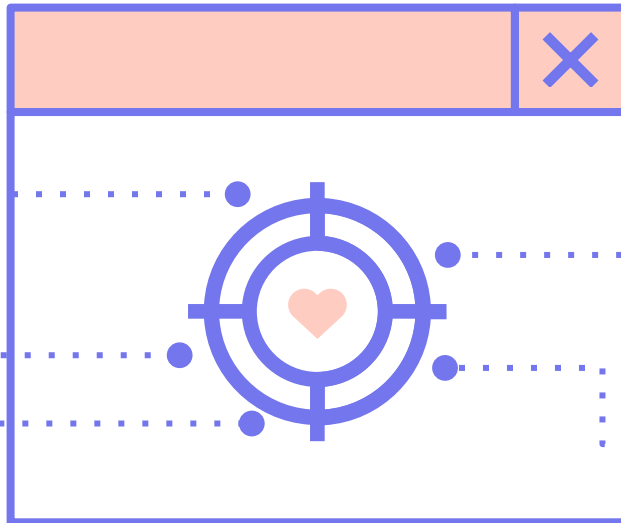
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OVERCOMING
FLAWS

GAME
DESIGN

PSYCHOLOGICAL
NEEDS



ACCESSIBILITY
OF CHEATS

SOCIAL
ACCEPTANCE



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IMPACTS



IMPACTS



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SOCIAL



- Loss of Trust & Engagement
- Damaged Reputation



IMPACTS



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GAMING EXPERIENCE



- Degraded Performance
- Unfair Advantage
- Integrity of the Game



IMPACTS



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MENTAL HEALTH



- Reduced Satisfaction
- Negative Effects



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CONCERNS



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CONCERNS



“Play demands order absolute and supreme. The least deviation from it “spoils the game”, robs it of its character and makes it worthless”

— John Huizinga



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SOLUTIONS



SOLUTIONS



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ANTI-CHEAT



HACKER DETECTED

MATCH TERMINATED

BEEN PUNISHED AND YOUR GAME HAS BEEN CANCELLED, NO WIN OR LOSS HAS BEEN CREDITED FOR



SOLUTIONS



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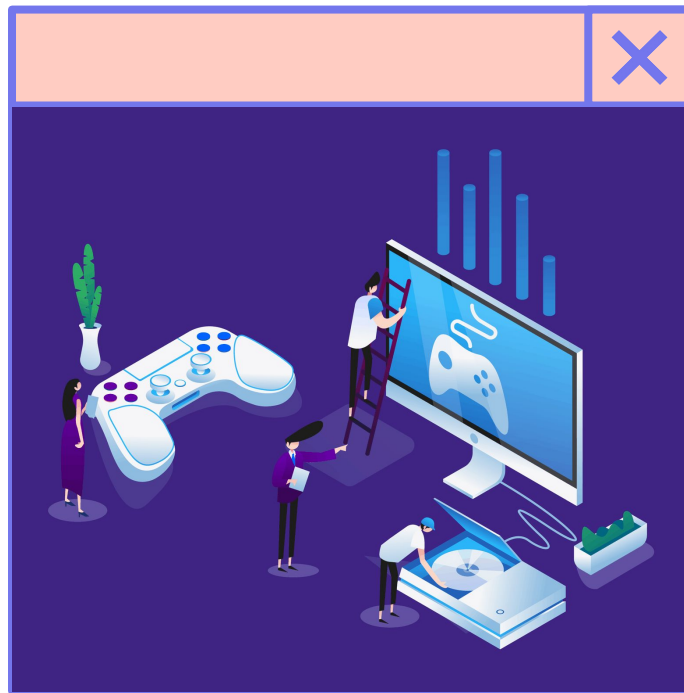
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GAME DESIGN CONSIDERATIONS





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03.

METHODOLOGY



METHODOLOGY



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RESEARCH APPROACH: PHENOMENOLOGY



- Questionnaires
- Interviews
- Practical Experiment



METHODOLOGY



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CHALLENGES FACED

Questions R

77 responses

Message for respondents

This form is no longer accepting responses



METHODOLOGY



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SOLUTIONS

 Claude 3



METHODOLOGY



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SCOPE AND LIMITATIONS





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04.

ANALYSIS OF RESULTS



ANALYSIS OF RESULTS



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KEY FINDINGS



- Perceptions of Cheating
- Impact on Personal Growth
- Reporting and Handling of Cheaters



EVALUATION



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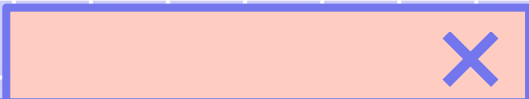
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CONCLUSION & FURTHER RESEARCH



- Cheating in Video Games
- Further Research
- Fostering a More Enjoyable Gaming Experience

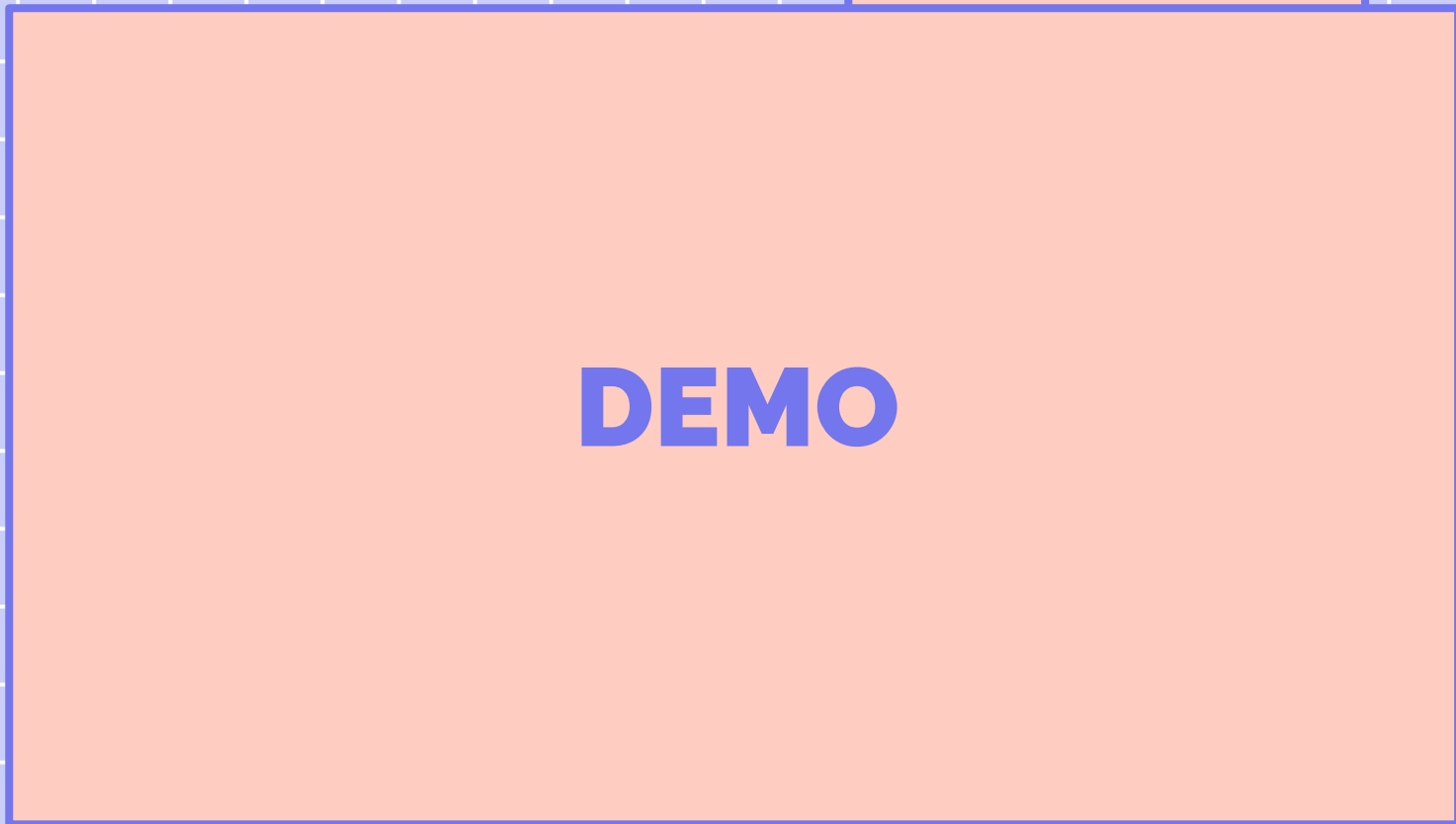
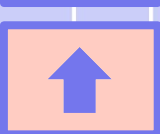


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DEMO



WHY???



DEMO :// TIMELINE



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April 27, 2024



- Initial Setup
- Assets
- Basic Functionality

April 28, 2024



- Background
- Refined Code
- Start / Finish
- Timer / HUD
- Level Design

April 29, 2024



- Sound Effects
- Controls Menu
- Controller Compatibility



DEMO :// Galactic Gus.exe



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PRESENT DEMO



DEMO :// PLAYTEST



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PLAYTEST VIDEOS





DEMO :// PLAYTEST



01

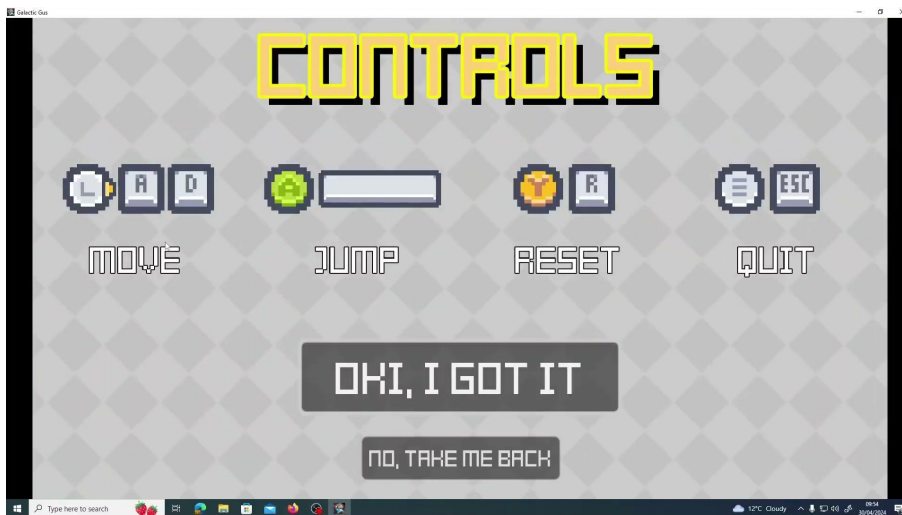
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PLAYTEST VIDEOS





DEMO :// PLAYTEST RESULTS



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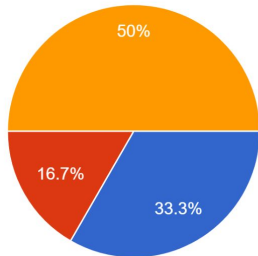
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How would you describe the difficulty progression of the game?

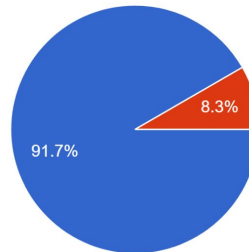
12 responses



- Too easy throughout
- Started too easy, but got difficult too quickly
- Well-paced difficulty curve
- Difficult from the start

Did you find any exploits or unintended game mechanics while playing?

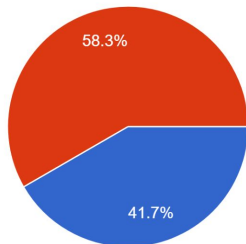
12 responses



- Yes
- No

Did you experience any moments of frustration or anger while playing the game?

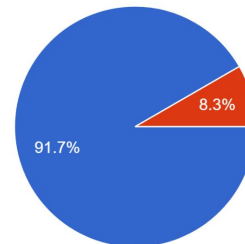
12 responses



- Yes
- No

Did you intentionally use any exploits or unintended game mechanics?

12 responses



- Yes
- No



DEMO :// PLAYTEST RESULTS



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RESULTS, HYPOTHESIS & CONCLUSION



If yes, please explain why you chose to use the exploit(s).

11 responses

it was entertaining once I realised I could do it

just staying airborne when jumping

Some parts aren't possible

CAUSE I KEPT FAILING

it was hard not to use the infinite jumping exploit once I'd discovered it, which is why I found the game to be relatively easy because I found it early on. Had I not discovered I could do that, I probably would have become very frustrated as early on as level 2 because I'm actually pretty terrible at accurately jumping on to ledges. (I am not a pro gamer)

skipped last level with infinite jump

make the game more enjoyable

The results from this playtest support the hypothesis that players will be more likely to cheat when the difficulty ramps up too quickly.



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THANK YOU

Do you have any questions?

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Independent Project

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