



# Dataspill

Det gode, det triste, og det beint fram kjipe

Rune Aune Mentzoni, UiB



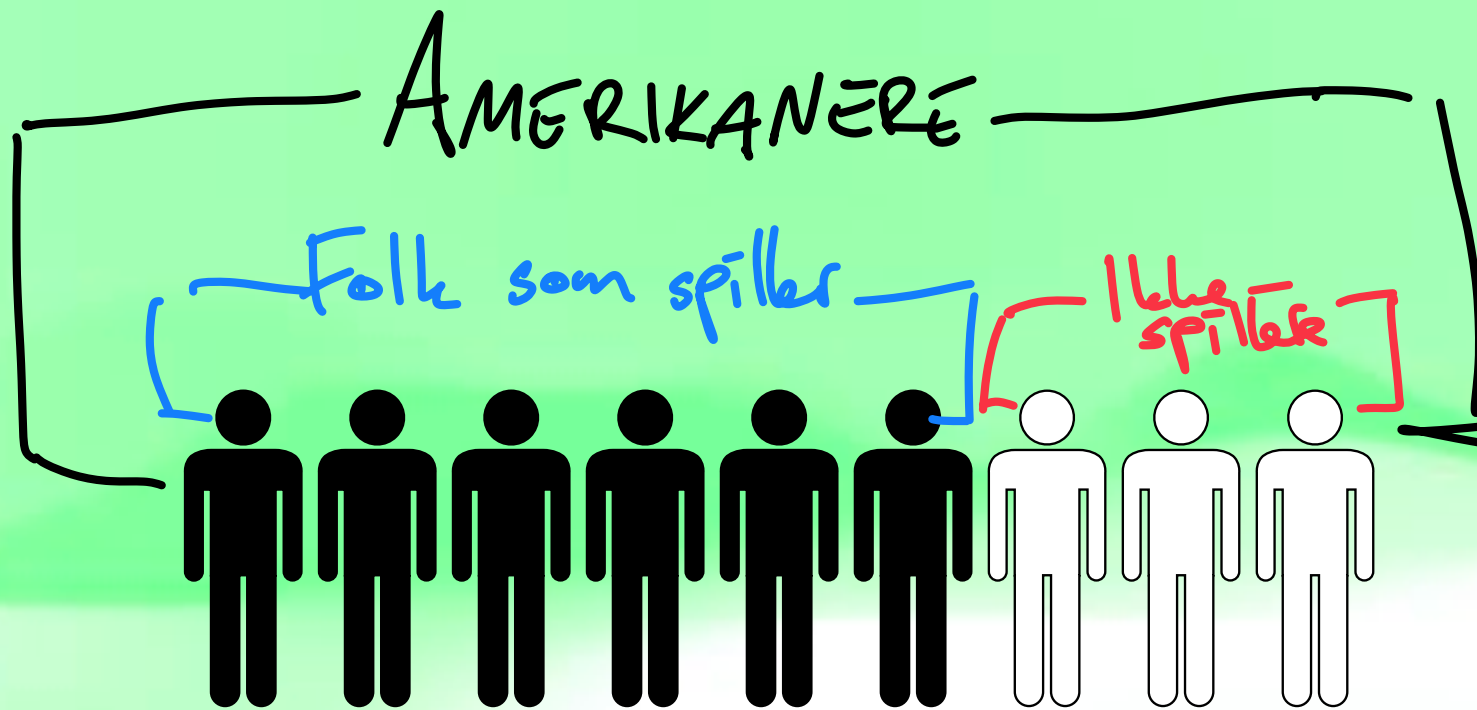
**Det gode**

**Et rikt medium for  
sosiale, kulturelle  
og utfordrende  
opplevelser**



**Ikke bare en hobby,  
for mange også en  
identitet**







Generelt små forskjeller fra andre, men:

- Spiller mest
- Litt dårligere (men fortsatt god) helse
- Driker mindre alkohol
- Spiller mer voldelige spill, men er ikke mer aggressive

# Hva spiller folk for tiden?



Call of Duty Warzone

**Hva spiller folk for tiden?**



The Sims 4

# Hva spiller folk for tiden?



Minecraft

# Hva spiller folk for tiden?



Among Us

# Hva spiller folk for tiden?



Madden NFL 22

**De mest populære  
spillene er ikke  
nødvendigvis nye**

<b>PlayerPulse U.S. most played console/PC games 2022</b>	
<b>Spilltittel</b>	<b>Lanseringsår</b>
<b>Minecraft</b>	2009
<b>Grand Theft Auto V</b>	2013
<b>The Sims 4</b>	2014
<b>Fortnite</b>	2017
<b>Among Us</b>	2018
<b>Animal Crossing: New Horizons</b>	2020
<b>Call of Duty Warzone</b>	2020
<b>Madden NFL 22</b>	2021
<b>Call of Duty Vanguard</b>	2021
<b>NBA 2K22</b>	2021

# Alle spillene er sosiale spill

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<b>Grand Theft Auto V</b>	2013
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<b>Call of Duty Warzone</b>	2020
<b>Madden NFL 22</b>	2021
<b>Call of Duty Vanguard</b>	2021
<b>NBA 2K22</b>	2021



Trombone Champ

**De mest populære spillene er bare toppen av isfjellet**

**...og spill ser ut til  
å ha positive  
effekter!**



**Persepsjon**  
**Sosiale effekter**  
**Trening**  
**Pedagogisk verktøy**



# Persepsjon



## Altering perception: the case of action video gaming

Adrien Chopin, Benoit Bediou and Daphne Bavelier

The view that better perceptual skills can open the door to greater cognitive fitness calls for identifying interventions that enhance perception. We review here the impact of action video game play on perception. Cross-sectional studies indicate that action video game players outperform non-players by about 1% of a standard deviation across all perceptual skills. More specifically, tasks relying on the dorsal system and peripheral vision appear most enhanced in action video game players. Despite their crucial role for establishing a causal role of action video game play on perception, the paucity of intervention studies limits interpretation. Yet, the existing dose-response curve already calls for at least 20 hours of play for significant effects to emerge. When considering the mechanisms at play, we propose that attentional control may mediate the noted perceptual benefits by increasing the quality of the perceptual information gathered, facilitating in turn the development of better perceptual templates.

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**Current Opinion in Psychology** 2019, **29**:168-173  
This review comes from a themed issue on **Attention and perception**  
Edited by Sarah Shonstein, Andrew Leiser and Jay Gang  
For a complete overview see the [issue](#) and the [Editorial](#)  
Available online 13th March 2019  
<https://doi.org/10.1016/j.copsyc.2019.03.004>  
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### Introduction

The way we perceive the world around us greatly determines our cognitive abilities [1]. In this paper, we consider the extent to which perceptual abilities can be enhanced in young healthy individuals through training, with an eye toward cognitive fitness. A rich literature documents perceptual enhancements through perceptual learning [2], or in other words spending dozens of hours training on the very perceptual task to improve. Yet, such training typically results in highly specific improvements in the trained task; only little transfer is observed on related tasks [3]. This raises the issue of whether other forms of training may enhance perception in a way that would more gracefully transfer to varied contexts and contexts. Training that enhances the fidelity, reliability

and salience of perceptual and motor representations has been proposed to foster such transfer goals [4].

Over the past 10 years, action video game play have emerged as an intervention that may modify perceptual representations in such a way [5,6]. A growing literature has documented the beneficial impact of action video game play on perception [7-9]. Below, we review in details the perceptual skills impacted by action video game in young healthy adults. We then discuss the hypothesized mechanism by which increased attentional control may mediate such an enhanced perception.

Perceptual skills rely on a collection of partially separate functions. One major distinction in perception exists between the 'where/how' dorsal pathway, which sustains localization and guides motor action, and the 'what' ventral pathway, which sustains object recognition [8]. This distinction has been best studied in the context of vision, but appears as a general organizational principle. Below we review separately the impact of action video games on tasks related to the dorsal and ventral pathways. Of note, we separate studies carried in the visual periphery at 10° or more, as peripheral processing has been suggested to be more plastic than central processing [9].

Importantly, we consider separately cross-sectional studies, comparing habitual action video gamers against non-gamers, and intervention studies. The latter compares two groups of non-gamers before and after training, with one group playing action video games versus the other playing control video games (e.g. social simulation game, Tetris, Balance). Cross-sectional studies address the rather societal question of what may be the pattern of perceptual strength and weaknesses of self-declared action video game players, a growing portion of the population. Indeed, action video games represented 26% of the video game sales in 2017 across the 2.6 billion worldwide players [10]. Intervention studies speak to the causal effect that action video game play exerts on perceptual skills, a fundamental point when considering application of this work to education or rehabilitation.

### Ventral vision

There is mixed evidence that ventral vision is enhanced in action video game players, when compared to non-video game players. Tasks relying mostly on ventral vision include detections and discriminations of static low-level features (orientations, colors, lines) and high-level patterns (letters, textures, shapes).

## Ventralt syn

Hva ser du

## Dorsalt syn

Hvor ser du det

## Perifert syn

Så du det som skjedde der borte??



# Sosiale ferdigheter

Wiederhold, 2021. Kids Will Find a Way: The Benefits of Social Video Games. *Cyberpsychology, behaviour and Social Networking*

Kovess-Masfety et al, 2016. Is time spent playing video games associated with mental health, cognitive and social skills in young children? *Social Psychiatry and Psychiatric Epidemiology*



## Is time spent playing video games associated with mental health, cognitive and social skills in young children?

Viviane Kovess-Masfety<sup>1,2</sup> · Katherine Keyes<sup>2</sup> · Ava Hamilton<sup>2</sup> · Gregory Hansen<sup>2</sup> · Adina Bifulci<sup>2</sup> · Dietmar Gellitz<sup>2</sup> · Ceren Koç<sup>2</sup> · Rowella Kuijpers<sup>2</sup> · Sigita Lesinskiene<sup>2</sup> · Zlatica Mihova<sup>2</sup> · Roy Otten<sup>2</sup> · Christophe Fermanian<sup>2</sup> · Ondine Pez<sup>2</sup>

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### Abstract

**Background** Video games are one of the favourite leisure activities of children; the influence on child health is usually perceived to be negative. The present study assessed the association between the amount of time spent playing video games and children mental health as well as cognitive and social skills.

**Methods** Data were drawn from the School Children Mental Health Europe project conducted in six European Union countries (youth ages 6–11, n = 3195). Child mental health was assessed by parents and teachers using

the Strengths and Difficulties Questionnaire and by children themselves with the Dominic Interactive. Child video game usage was reported by the parents. Teachers evaluated academic functioning. Multivariable logistic regressions were used.

**Results** 20 % of the children played video games more than 5 h per week. Factors associated with time spent playing video games included being a boy, being older, and belonging to a medium size family. Having a less educated, single, inactive, or psychologically distressed mother decreased time spent playing video games. Children living

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Ca 3000 barn, 6-11 år, fra seks EU-land

Barn som spilte mye:

- Bedre intellektuell fungering
- Bedre skoleresultater
- Bedre vennskap
- Bedre sosiale ferdigheter

# Trening



**Lovende resultater for grupper som ellers har utfordringer med å trene**

**Sosiale effekter hos eldre**

**Positive effekter når brukt i rehabilitering**

Viana et al 2021. The effects of exergames on muscle strength: A systematic review and meta-analysis. *Scandinavian journal of medicine and science in sports*

Reis et al 2018. Exergames for motor rehabilitation in older adults: an umbrella review. *Physical Therapy Reviews*

Kappen et al 2019. Older Adults' Physical Activity and Exergames: A Systematic Review. *International Journal of Human-Computer Interaction*

# **Spill som pedagogisk verktøy**

Finnes undervisningsopplegg på norsk for en rekke underholdningsspill



Spillpedagogene

### MY CHILD: LEBENSBORN - HVORDAN KAN BEHANDLINGEN AV TYSKERBARN BELYSE SAMFUNNSUTFORDRINGER I VÅR EGEN SAMTID?

21. oktober 2018 | Aleksander



I My Child: Lebensborn iker du deg rollen som fosterforelder for et 7 år gammelt barn i etterkrigstidens Norge. Barnet har tysk far og er blitt forlatt av sin biologiske mor. I et samfunn der krigens sår fremdeles er ferske, er det din oppgave å løse dette barnet gjennom en oppvekst hvor det blir holdt personlig ansvarlig for sine [...]

LES MER

Undervisningsopplegg

### FORTNITE I ENGELSKUNDERVISNINGEN

2. april 2020 | Aleksander



Oppdatering: Jeg har fått lov av elevene å legge ut en liten snutt fra gårsdagens økt. Fortnite ligger langt nede på listen av spill jeg trodde jeg skulle ta i bruk i engelskundervisningen. Men jeg ble utfordret av noen elever, og bestemte meg for å gjøre et forsøk. Ni elever fra VG1 Engelsk har i dag spilt med meg i [...]

LES MER

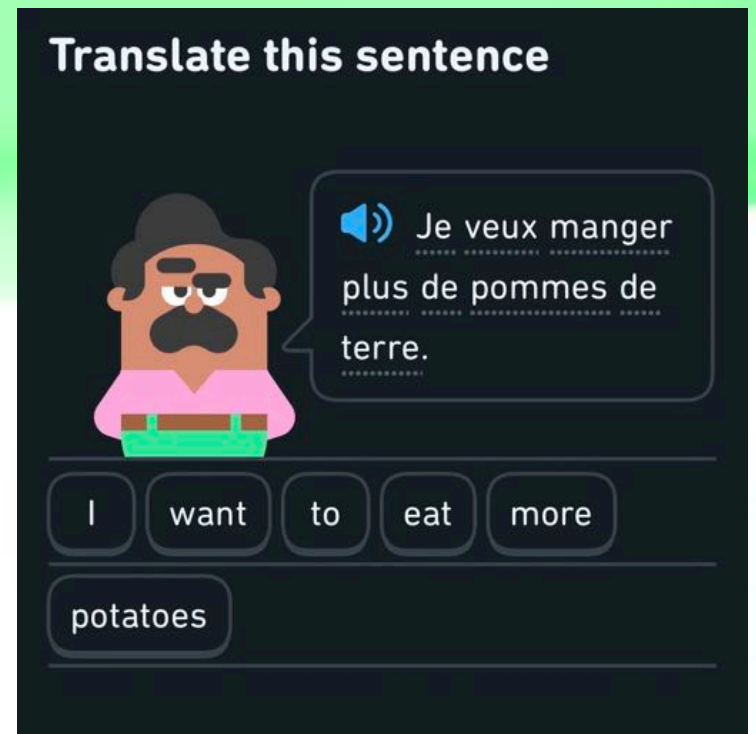
Refleksjoner

Undervisningsopplegg

...og "seriøse spill" laget for å trene bestemte ferdigheter



Dragonbox



Duolingo

**...men!**

# Positive effekter kommer med forbehold

- Sosiale effekter forutsetter “rett” motivasjon for å spille
- Treningseffekt antakelig kun hvis du er særlig motivert for denne formen for trening
- Pedagogisk kontekst antakelig viktigere enn spillene for å oppnå god læring



# Ny hobby?

## Digital fotosafari





## PlayStation Photography Towards an Understanding of Video Game Photography<sup>1</sup>

Vladimir Rizov

**Abstract** The remediation of photography in video games has been growing in the extent of its integration into gameplay, and so merits further discussion. In this chapter, I propose videogame photography to be a continuation of photographic discourse and that its technological and practical specificities can be understood through a discussion of existing knowledge of photography. My goal is to avoid an essentialist view of photography and discuss its remediation in video games as a continuation of photography in general. Moreover, I claim that narrative is of great significance for conceptualising and understanding the remediation of photography in digital game worlds. Finally, I propose a model that builds on current understandings of gameric action and narrative in order to typologise game photography and provide a basis for future research.

**Keywords** Video game photography, gameric action, perspective, remediation

### Video Game Photography

Video game photography is the practice of creating images of game worlds—through incorporated readymade in-game tools, hardware mechanisms (e.g. Nvidia's Ansel), modifying the game or even photographing one's screen. This practice is growing in popularity in one of the most widespread media in contemporary society—video games—and it needs to be positioned in the history and discourse of photography. The aim of this chapter is simple and twofold: first, I argue that photography is more than a practice of producing images and is, in fact, a discourse that requires a context

<sup>1</sup> Thanks are due to Patrick Rupert-Kruse and Lars C. Grabbe for the first opportunity to present on this topic in the Moving Images conference in Kiel, 2017, where Derrick de Kerckhove kindly provided me with encouraging feedback.

# Dataspill er gøy

**Positiv effekt helt uten forbehold**



HVERDAGSGLEDE<sup>®</sup>

# DATASPILL - EN (DEL AV) LYKKEPILLE



HVERDAGSGLEDE®

# Det triste



**Dataspill er fortsatt uglesett**

Why am I ashamed of letting people know how much time and money I spend for playing video games?

Answer Follow · 2 Request

Posted by u/OhChute 4 years ago

42 Why are people ashamed of Gaming? Are you?

Im a 29 year old Admin Assistant and today I was trying to get to know the new hire and so asked about his hobbies. After watching him think for a while to ultimately end on basically nothing. I offered that I have been playing a lot of Apex lately and he lit up. He was happy then to share his passion for video games, why not share it upfront as a hobby? Video games are pretty mainstream now and take skill (sometimes social skills) to be successful.

So I was... successful.

having this hobby? If you feel like this is a part of you that is that?

Posted by u/ShyGuy637 4 years ago

339 Love gaming, but ashamed in front of friends. Any thoughts/tips? (Repost for title change)

Discussion

Hey internet friends.

Question, or maybe just wanting to reach out, i dunno

Garrett Forrest

Apr 13, 2020 · 5 min read · Listen

I Am Ashamed of Being a Gamer

But de... things we enjoy is toxic AF

by Cam Adair · Blog

## Is Gaming a Waste of Time?

Gaming is hugely popular. There are over [3 billion gamers worldwide](#) and growing every year. But, with so many hours spent playing video games, people wonder, is gaming a waste of time?

Home > Editorials > Should Adult Gamers Feel Ashamed of Themselves?

Editorials

## Should Adult Gamers Feel Ashamed of Themselves?

by Gary A. Swaby · October 6, 2014 · 17 Comments

SHARE

0



# Min samboer spiller ikke dataspill

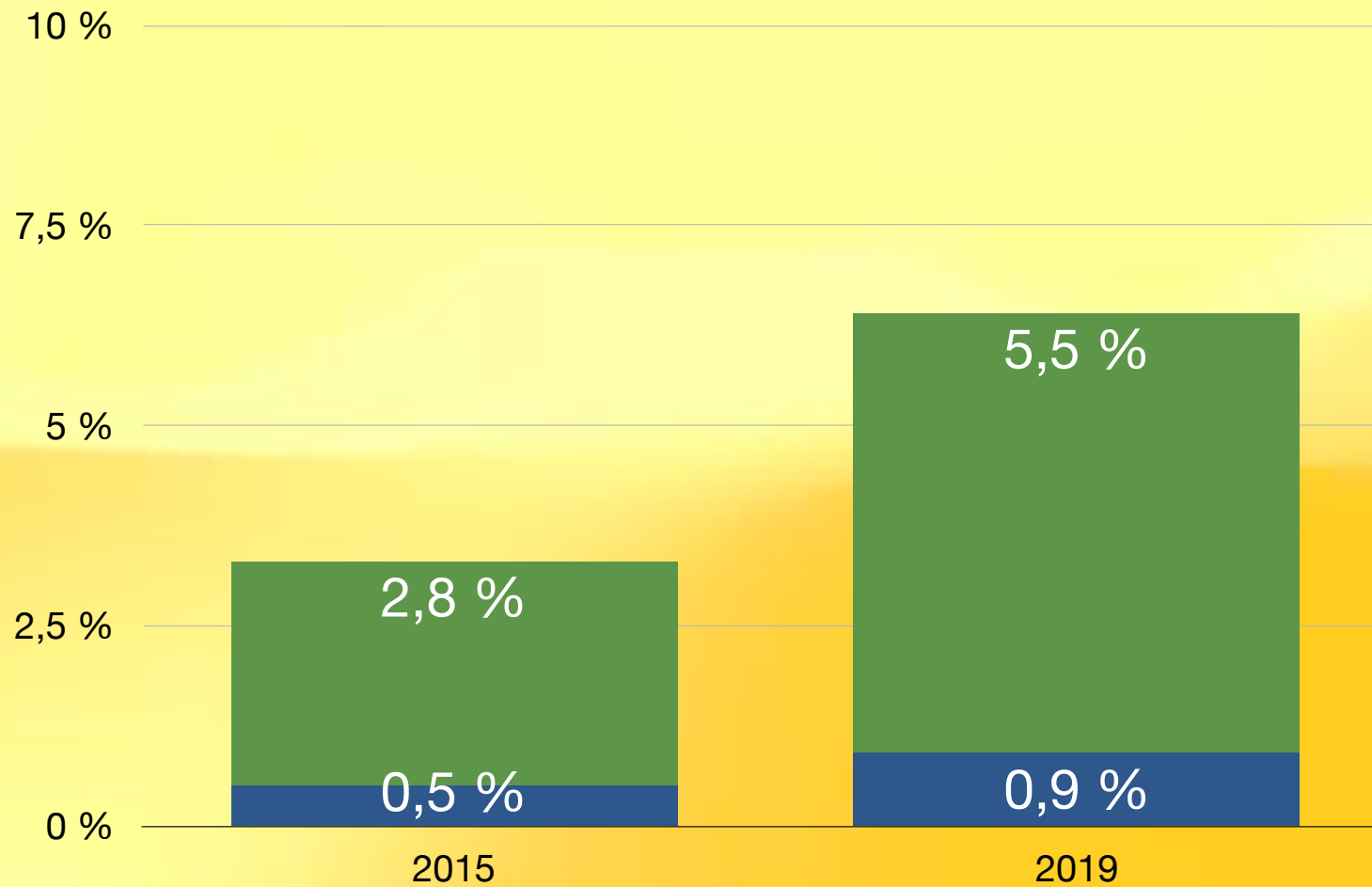
(...men er på level 5069 i  
Candy Crush)



# Andelen i befolkningen med problemer knyttet til dataspill øker



## Andel av befolkning med problemer knyttet til dataspill i 2015 og 2019



- Problemspiller
- Dataspillavhengig

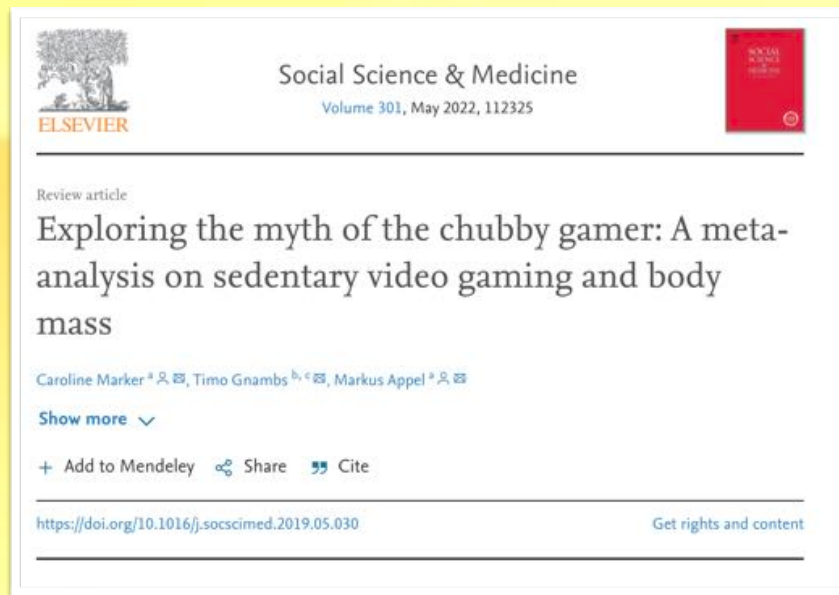
**Dataspill er (ofte)  
en stillesittende  
aktivitet**



## Men

### Tid brukt på dataspill ser ut til å

- I liten grad henge sammen med overvekt
- Ikke komme i veien for fysisk aktivitet



Park et al 2020. Sedentary Lifestyle: Overview of Updated Evidence of Potential Health Risks

Silveira et al 2022. Sedentary behavior, physical inactivity, abdominal obesity and obesity in adults and older adults: A systematic review and meta-analysis

**Det beint  
fram kjipe**



**Toxic!**

**Noen gamere du møter på  
kan ikke oppføre seg**



Article

## “After All, They Don’t Know Me” Exploring the Psychological Mechanisms of Toxic Behavior in Online Games

Yansheng Liu  and Colin Agur 

**Abstract**

Toxic behavior is commonplace in online games and has negative consequences for players. Although previous studies have illustrated common types and features of in-game toxic behavior, it remains unclear what psychological mechanisms can explain why toxic behavior emerges and evolves in gaming environments. To fill this research gap, guided by Online Disinhibition Effect theory, this study applies a qualitative interview approach to understand when, how, and why people engage in toxic behavior in online games. Specifically, by interviewing players of the game *Honor of Kings* (a popular Chinese mobile multiplayer online battle arena game), this study illustrates the evolving processes of both verbal and behavioral in-game toxic behavior and identifies six major motivations for players’ toxic behavior and three theoretical explanations for how the online gaming environment facilitates players’ toxic behavior. Implications of this study on future research are also discussed.

**Keywords**

online disinhibition effects, toxic behavior in online games, psychology of gaming

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- Understudert fenomen
- Kan trolig kansellere eller reversere de positive sosiale effektene fra spill
- Kvinner og minoriteter trolig ekstra utsatt



# Kyniske økonomiske modeller



 **Quin**  
@quinrex · Følg

I can't believe I just looted my first 5/5 ★ gem and it only cost me \$25,165.57 NZD

Thanks @Blizzard\_Ent @DiabloImmortal for this authentic diablo experience.



Quin  
Server: Baal

DIABLO IMMORTAL

7:09 p.m. · 18. jun. 2022

DIABLO IMMORTAL

**Diablo Immortal-spiller brukte 150 000 på lootbokser for å få sjelden «gem» – ødela den i protest**

 GAMER.NO

**EA** **FIFA 23™**  
**ULTIMATE EDITION**



## Lootbokser

pressfire



**Kommentar: Hva skjedde med reguleringen?**

Gamblingmekanikker og rovdrift er fortsatt overalt – hva er det som tar så lang tid?

**EA** **FIFA 23™**  
**ULTIMATE EDITION**



## INSERT COIN

How the gaming industry exploits consumers using loot boxes

31.05.2022

# Gambling på Twitch

**Buffalo King Megaways** slot game interface. The grid shows symbols: A, J, A, K, J, A, 10, A, Q, K, A, A, Q, K, J, K. The player has 8 free spins left and has just won \$64,600.00. The current credit is \$1,416,934.87 and the bet is \$500.00.

**BONUS OPENING HUNT & GO!**

ICON	46/100	TARGET	\$25M
B.B.X	90X	AVG.X	64X
42. HAPPY H.	(5000)	=	\$214,875
42. HAPPY HOODS	(5000)	=	225K
43. BLACK BULL	(5000)	=	\$32,950
44. SUPER X	(5000)	=	\$65,000
45. GREAT IRING	(5000)	=	\$10,320
46. BUFFALO KING MEGA	(5000)	=	
47. TEBUCCA TREASURES	(5000)	=	
48. SUGAR RUSH	(5000)	=	\$1,000

**CHAT:**

- vixxerror: how do you plan out your finances
- museovartia: IFUTURE
- @judas2k leng
- roshteinismyfather: Get Deadmau5 to pick the snacks!!!!
- 50\_Shades\_Of\_Simon: Where are you in Canada Rosh?
- @ROSHEIN
- WombatSTyphern: you should play Overwatch 2... comes out in a week! New game made by Blizzard
- ertunom: ifuture
- badnewsbillybear: froglegs?

**STREAMER INFO:**

- POTENTIAL: 8,000K
- WIN: (\$1,250) 5676,900
- RTP: 98.49% - 98.52%
- X: (X100) 3,665K
- VOLATILITY: 8/10
- AVG.X: (300) 104K

# Gambling på Twitch


**GAMBLING NEWS** | MONDAY, SEPTEMBER 26

BUSINESS | LEGAL | CRIME | INDUSTRY | SLOTS | BLOCKCHAIN

Home > Esports > Esports Pro "Mande" Turns Down \$400K Gambling Streaming Deal

## Esports Pro "Mande" Turns Down \$400K Gambling Streaming Deal

By Fiona Simmons | Published August 1, 2022 | Est. 3 minutes



**IN SUMMARY:**

- Twitch streamer Mande spoke about turning down a \$400K gambling sponsorship deal
- The partnership would have been established with an unnamed gambling company
- Mande would have received \$15,000 monthly along with \$6,000 in gambling funds

Image Source: Shutterstock.com



Stake



Curacao

Stake is licensed in Curacao



# Gambling på Twitch

Gambling content on Twitch has been a big topic of discussion in the community, and something we've been actively reviewing since our last policy update in this area. Today, we want to update you on our plans. While we prohibit sharing links or referral codes to all sites that include slots, roulette, or dice games, we've seen some people circumvent those rules and expose our community to potential harm.

So, we'll be making a policy update on October 18th to prohibit streaming of gambling sites that include slots, roulette, or dice games that aren't licensed either in the U.S. or other jurisdictions that provide sufficient consumer protection. These sites will include Stake.com, Rollbit.com, Duelbits.com, and Roobet.com. However, we may identify others as we move forward.

We will continue to allow websites that focus on sports betting, fantasy sports, and poker.

We'll share specifics on the updates to our Gambling policy soon, including the full policy language, to make sure everyone is clear on our new rules before they take effect on October 18th.

**twitch**



# OPPSUMMERING!

## Det gode:

- Rik kulturell aktivitet, del av manges identitet
- Positive effekter på psykososial helse
- ER GØY!

## Det triste:

- Uglesett aktivitet
- Problemer knyttet til spill har økt
- Stillesittende aktivitet

## Det beint fram kjipe:

- Folk som ikke kan oppføre seg
- Kyniske økonomiske modeller
- Pengespill sniker seg inn i dataspill



**Takk for  
oppmerksomheten!**