Computer Games: A Double-Edged Sword?

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Abstract

Excessive computer game playing (ECGP) has already become a serious social problem. However, limited data from experimental lab studies are available about the negative consequences of ECGP on players’ cognitive characteristics. In the present study, we compared three groups of participants (current ECGP participants, previous ECGP participants, and control participants) on a Multiple Object Tracking (MOT) task. The previous ECGP participants performed significantly better than the control participants, which suggested a facilitation effect of computer games on visuospatial abilities. Moreover, the current ECGP participants performed significantly worse than the previous ECGP participants. This more important finding indicates that ECGP may be related to cognitive deficits. Implications of this study are discussed.

Introduction

Computer games have become a part of our everyday lives. Players use games to gain powers, to compete or cooperate with others, or just to escape their real-life problems. Today, in China alone, there are about 40 million people enjoying online games (a subtype of computer games). With this soaring number of game players, ECGP has already become a serious social problem, sometimes called “heroinware” or “game addiction.” Many players are so involved in games that they risk losing significant relationships, jobs, and education or career opportunities. However, experimental lab studies on the negative consequences of ECGP participants’ cognitive characteristics are still scarce, and little is known about the ECGP participants’ cognitive characteristics.

Previous surveys using questionnaires showed that ECGP is related to negative emotions, loss of control, and even inattention and ADHD. Therefore, in performing some cognitive tasks, participants who play games excessively may encounter many internal (e.g., poor emotional state) or external (e.g., interference from task-unrelated stimuli) disturbances. These may lead to their tasks’ failure. However, the effects of game playing are complicated. Some research shows that computer-game training can improve a range of visuoperceptual and attentional skills. Therefore, players who spend excessive time playing games may suffer the negative consequences of ECGP and simultaneously benefit from the positive effects of game training, making it difficult to measure the positive and the negative consequences clearly.

However, the positive effects of game playing may last longer than the negative ones after players reduce playing time. Adverse effects, as Griffiths says, tend to be temporary and are resolved spontaneously with decreased frequency of play. When a player reduces playing time, his or her ECGP score, an index of the negative consequences of excessive playing, also drops. On the contrary, a previous study showed that some types of perceptual experience lead to long-term neural changes (detectable 2 or more years after the experience). Moreover, computer games, especially those that require players to distribute and switch attention quickly around the field, can alter a range of visual skills. Therefore, computer game players may benefit from their games training for some time even without further experience.

In the present study, we compared the players who still play games excessively with those who no longer practice ECGP in order to examine the negative effects of ECGP more clearly.

The multiple object tracking (MOT) task has been used to show the positive effects of game playing. This task requires participants to track positions of a number of target items for a few seconds during which the participant is vulnerable to disturbances. Therefore, we hypothesized that different groups of participants would show dissimilar performance of the MOT task.
Methods

Participants

Sixty-five male graduate or undergraduate students were recruited from the University of Science and Technology of China (USTC). Only male participants were selected because gender effect was not a focus of this study and because of the scarcity of female ECGP participants. All participants gave their informed consents before the experiments and received monetary compensation for their time. None of the participants reported a history of drug abuse or head injury. Participants’ most favorite game types included intense real-time strategy games (e.g., StarCraft, WarCraft III), first-person shooting games (e.g., Counter-Strike, Quake III), and massive multiplayer online games (e.g., World of Warcraft). All these games require players to distribute and switch attention quickly around the field, which is the most prominent characteristic of action video games. One of the participants was excluded for colorblindness. Another two players were excluded because their favorite game was Pro Evolution Soccer, which requires players to track targets moving onscreen and is much more like the MOT task than other games. Therefore, it may provide extra training on cognitive abilities related to MOT tasks. In addition, two participants were excluded for incomplete data. Thus, 60 participants were included in the final analysis.

ECGP scores and playing time

All participants’ ECGP scores were evaluated prior to the experiment via the problem videogame-playing questionnaire, a 9-item questionnaire adapted from DSM-IV for substance abuse and pathological gambling, which we translated into Chinese. The questionnaire addresses issues such as being preoccupied by playing, loss of control, negative feelings when not playing, and poor physical or psychological consequences. Participants were instructed to give a yes or no answer to each question. Higher score indicates more negative consequences of game playing. It may provide potential evidence in which attention deficits in gamers were reported by their parents and provided more direct and objective evidence. Therefore, for cECGP participants, game playing presents little by ECGP at the time of experiment performed significantly better than the control participants, showing the persistent positive effects of gaming. Moreover, and more importantly, compared with the pECGP participants, poor performance of the cECGP participants showed significantly negative consequences of excessive playing on their cognitive abilities. This result was consistent with a previous survey in which attention deficits in gamers were reported by their parents and provided more direct and objective evidence.

Results

The mean accuracy of the MOT task in three groups is shown in Figure 1D. A repeated measure ANOVA (3 × 3) was used to analyze these data, with group (cECGP, pECGP, and control) as a between-participant factor and load (2, 4, and 6 targets) as a within-participant factor. The results showed significant main effects of group (F(2, 57) = 7.7, p = 0.001) and load (F(1.5, 87.2) = 459.9, p < 0.001, Greenhouse-Geiser corrected), as well as significant interaction of group by load (F(3.1, 87.2) = 6.9, p < 0.001, Greenhouse-Geiser corrected). Furthermore, in the 6-target balls condition, paired comparisons (post hoc analysis, Bonferroni corrected) between the groups showed that the pECGP group had significantly higher accuracy than both the cECGP (p < 0.001) and the control groups (p = 0.019), and there was no significant difference between the latter two groups (p = 0.460). Paired comparisons were also used to compare ECGP scores (HES and CES) and playing time (HH and CH) between groups (see Figure 1A and B).

Discussion

Participants who had previously trained but were not currently active in gaming (pECGP group) and were disturbed little by ECGP at the time of experiment performed significantly better than the control participants, showing the persistent positive effects of gaming. Moreover, and more importantly, compared with the pECGP participants, poor performance of the cECGP participants showed significantly negative consequences of excessive playing on their cognitive abilities. This result was consistent with a previous survey in which attention deficits in gamers were reported by their parents and provided more direct and objective evidence.

Therefore, for cECGP participants, game playing presents both positive and negative consequences at the same time. This point was supported by our result that no significant differences in MOT task performance were found between the ECGP participants and the controls in the present study. The negative effects related to ECGP may be offset by the positive consequences of game playing. It may provide a potential reason that so few lab experimental studies have re-
ported cognitive declines related to ECGP. Therefore, the current study not only proved the existence of cognitive deficits caused by game playing but also provided a new way to study these negative effects.

As far as we know, few previous studies show that cultural or socioeconomic factors directly influence the ability to process information about several objects simultaneously—a basic human ability. Therefore, it seems that the current results should be generalized. However, previous findings showed that the MOT task performance was affected by age\(^{18,19}\) and types of games (i.e., players experienced in action games performed better than those experienced in nonaction games; see Green and Bavelier\(^{10}\)). Therefore, generalizing the current results by age group or game types should be done cautiously. A recent survey\(^{20}\) on online games showed that most Chinese players are under 30 years old and prefer action or actionlike games (games that require players to distribute attention quickly around the field; see Green and Bavelier\(^{9}\)). A surprising study\(^{21}\) from America Online (AOL) found that females over 40 spent more time playing online games than did other measured groups, and they often stayed up late at night with word and puzzle challenges. Because of the differences in age and preferred games, American cECGP participants and pECGP participants may perform differently from their Chinese counterparts. Therefore, an interesting topic about culture’s influence on basic cognitive functions should be further studied in the future.

**FIG. 1.** (A) Excessive computer game playing scores (HES and CES). The HES of the cECGP and the pECGP participants were higher than those of the control participants (\(p < 0.001\)), while there was no significant difference between the former two groups (\(p = 1.000\)). The CES of the cECGP participants were higher than those of the pECGP participants (\(p < 0.001\)), while the CES of the pECGP participants were higher than those of the control group participants (\(p < 0.001\)). (B) Hours per week spent on computer game playing (HH and CH), cECGP participants’ HH were significantly longer than those of the control group participants (\(p = 0.079\)). However, no significant difference in HH was found between the cECGP group and the pECGP group (\(p = 0.960\)). CH of the cECGP group was much longer than that of the pECGP group (\(p = 0.032\)) and the control group (\(p = 0.002\)), and no significant difference was found between the latter two groups (\(p = 1.000\)). (C) Schematic depiction of the MOT task (a 4-targets trial is shown as an example). When all balls stopped, the participants were required to point out the targets (pink balls here but green balls in real experiment) by clicking the left mouse button on them (white arrow here, which indicates the mouse pointer). (D) MOT performance of three groups at different load levels. In 6-targets condition, the pECGP participants performed significantly better than both the control participants (\(p = 0.019\)) and the cECGP participants (\(p < 0.001\)), and no significant difference was found between the latter two groups (\(p = 0.460\)). All \(p\) values are from paired comparisons between groups (post hoc analysis) and were corrected by Bonferroni correction. Error bars denote the standard error of the mean. (Color version of figure can be viewed online at www.liebertonline.com)
An important and open question is why some players can break away from excessive playing (e.g., the participants in the pECPG group) while many others continue to indulge in computer games. The investigation of the neural basis of ECPG and the effects of gender, age and genetics on players’ behaviors may shed light on this question.

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Disclosure Statement

The authors have no conflict of interest.

References


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