*From Toxicity to Teamwork: How Video Game Design Influences Empathy*

By: Aiden Kim

KEY TERMS AND BACKGROUND

- **Game Design**: the overall goals/purpose of the game and its unique in-game mechanics
- **Team vs. Team Games**: a team of players is pitted against another team where one team's victory usually results in the the other's defeat
- **Player vs. Player Games**: one player is pitted against another player, resulting in the victory of one player and the defeat of the other
- **Team vs. Goal Games**: all players on a single team cooperate with one another so that all players reach a shared goal
- Approximately 21% of the top 500 most played video games of 2024 were multiplayer video games
  - A huge majority of those games were competitive games instead of Team vs. Goal Games
- If we can understand what games foster the development of empathy and team-building skills, we can prioritize those games within our youth so that they can learn these skills and apply them to real world situations.

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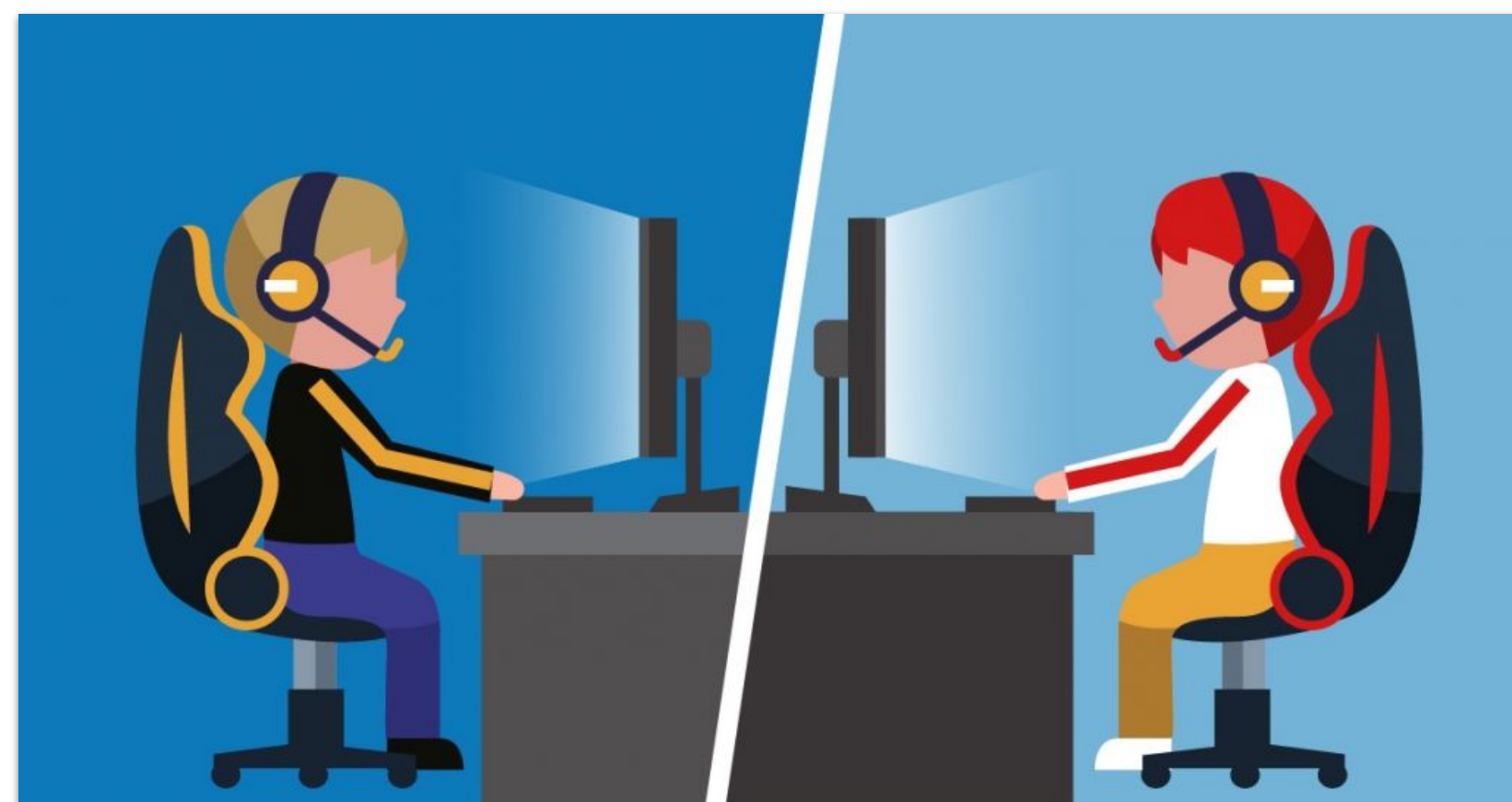
How do **multiplayer video game experiences** impact **empathy** among players through **collaboration and teamwork**?

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Empathy in **multiplayer video games** is dictated by **game design**:

- **"Team vs. Goal"** games are designed to **encourage empathy** amongst players

- **"Competitive"** multiplayer video game designs **discourage empathy** amongst players

- The utilization of **communication tools** in each of these games plays a **significant role** when it comes to **fostering** or **dissuading empathy**

KNOWLEDGE GAP

- There is already a lot of research done regarding video games and their psychological effects, BUT...
- Research specifically investigating how multiplayer games impact empathy and teamwork is limited.

METHODOLOGY

1. Review first-hand gameplay footage from a variety of different multiplayer video games and genres for common patterns in player behavior.
2. Analyze scholarly articles, video essays, books, and other sources and compare those findings with my own.
3. Explore gap and find specific correlations between empathy and multiplayer video games.

REFERENCES

- **Scan to view** annotated bibliography

VIDEO ESSAY

- **Scan to view** video essay