Exploration through video games

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Stellingen

Behorende bij het proefschrift
Exploration Through Video Games

1. Video games are intentionally bounded systems that are designed to facilitate cognitively or affectively engaging scenarios through interaction. [This thesis, Chapter 2]

2. Curiosity is a feeling that makes us want to explore and learn new things. It can be triggered on purpose, and this exploration can either be physical, like exploring a new place, or mental, like exploring new ideas. [This thesis, Chapter 2]

3. Video games are designed to make players curious and encourage exploration. [This thesis, Chapter 4]

4. Designing video games that stimulate curiosity in players requires creating environments and architecture that motivate them to take action and make discoveries through exploration. [This thesis, Chapter 5]

5. To develop knowledge about design elements that motivate exploration, predictions must be made and subsequently evaluated based on player behavior and intentions. [This thesis, Chapter 6]

6. Exploration that is driven by intrinsic motivation still involves an expectation for a reward. [This thesis, Chapter 7]

7. Testing video game design using empirical methods helps clarify and improve the field by supplementing traditional established best practices and verifying designer intuition.

8. Video games offer opportunities for education and scientific research, but creating them is a challenge that requires a close and ongoing collaboration between content specialists and developers.

9. Huizinga's Magic Circle, that is, the suspension of normal rules within the confines of games, can also be found in the artificial reality created by laboratory studies of human behavior.

10. Terms such as "games," "curiosity," and "exploration" are often ill-defined even in game research, giving rise to confusion and conflicting expectations between players, participants, and researchers.

11. The need for certainty and successful outcomes in games, academia, and society are antithetical to authentic exploration.

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