

Why Do People Play Rage Games

Introduction

Many different video game genres capture and engage consumers by offering fun and engaging experiences. The fairly new genre of Foddian or rage games that are designed to make the player angry with clunky controls or unfair challenges. This genre has found a large audience despite seemingly subverting the usual game experience. This study will examine why Foddian players actively seek out experiences that are designed to be clunky and aggravating. This study would be to understand what needs Foddian games fulfill as outlined in the uses in gratification theory such as gaining knowledge, social interaction, or stress release.

Why study this topic

The main reason I feel that this would be an important piece of research to perform is to answer the question, why do humans do difficult things? During my research I found nothing on this topic. This research would also take the question one step deeper. Many of the hard things we set out to do are done out of necessity, but there are also things that we do that are hard but not required for our survival or future comfort. So this research would explore why we choose by our own volition to choose things that are difficult but not required to survive.

Why Play a Game that makes you Feel Like This



Rather Than Like This



Proposed Method

This research would employ a qualitative approach of surveys filled out by a group of 50 players who have 3 hours or more playing a game in this genre. Their responses would then be analyzed to determine which of the outlined needs were most fulfilled. There would be either a separate survey or a question within the survey in which the player would explain what they felt made them want to continue playing the game for as long as they did.

Literature

- H. Li, Y. Liu, X. Xu, J. Heikkilä, and H. van der Heijden, "Modeling hedonic continuance through the uses and gratifications theory: An empirical study in online games,"
 - "The Continuance Intention of User's Engagement in Multiplayer Video Games based on Uses and Gratifications Theory"
- EXPLAINING THE ENJOYMENT OF PLAYING VIDEO GAMES: THE ROLE OF COMPETITION Peter Vorderer Annenberg School for Communication University of Southern California.
- Grodal, Torben. "Video games and the pleasures of control."
- Fear of Failing? The Many Meanings of Difficulty in Video Games by: Jesper Juul
- Difficulty in Videogames : An Experimental Validation of a Formal Definition, Maria-Virginia Aponte, Guillaume Levieux, St'ephane Natkin