

Example 1 Video Games and Violence

Criterion A: Planning

Ai) Learning Goal

The learning goal for my personal project is to find out more about video games and if an addiction to video games could lead to blurring the reality, especially when the more violent games are used for entertainment. Hence, the question I have chosen to investigate is: “Do video games cause violence”?

This project is personal to me because I grew up playing video games. The country I spent my early childhood in, had strict rules and monitoring of which games I was allowed to play, as the games could not be purchased without an adult. Many times picture ID was also required for the purchase. I was monitored on what games I bought and played. The country I used to live in featured a monitoring system, of people who could purchase games, which contributed as IDs and/or Passport.

These days video games are very popular and lots of kids my age spend most of their free time playing them. Every time there is a school shooting or a violent event people always think it is because of video games like call of duty.

Aii) Product

My outcome from the project will be an awareness campaign and an event that I will organize. I will make posters and fliers to highlight the dangers of violent video games and the effects they can have on the brain. Then I will organize a video game trial event where I will test my classmates’ reactions and responses to some simple tests and questions after they have finished playing violent video games.

Product Success Criteria

My criteria created for my project, including the necessary information that I thought would conclude my success in my product, hence making me set up challenging tasks so I could feel successful and challenged by my product. I wanted to think about things that were important for my product to be successful. My criteria were to make students more aware of their responses to violent video games and how this could affect their brain, and to not spend more than \$30 on producing the materials for the project.

Aiii) Planning

I kept track of my work and made sure I was punctual by planning when I should have certain work done by what time and date. My personal project had a huge amount of development needed, from the initial idea to the research question to the final outcome. The recent crucial topic that video games

cause violence were the topics that had gained my interest. I had to develop it, making sure I was able to make a research question that would be interesting to answer without using unreliable website's information. Then I had to make a plan to make sure everything happened when it should. I broke my planning into sections with a block of time for each part of the project. So the planning happened before Christmas, I carried out the campaign and event during January and then reflected during February and March. I mostly followed my plan but I did get behind with writing the final report for the reflection and had to rush to finish it in March at the last minute before the final deadline of 16th March.

Dates	Tasks	Did I Complete on Time?
August-October	Choose Topic: Write research question Start research and list sources	Yes, mostly
Nov December	Make Posters and fliers Plan the video game research event in school	Only Some- I got busy and had to visit my Dad during these months and I had to do most of the work in the winter holiday
January	Put up the posters and fliers Hold the event	Yes
February-March	Write the Report	No not really. I procrastinated and had lots of other work so I wrote the report in the last week.