

## Accepted Manuscript

Conceptual Models and Mental Models in Operation: Frustration, Performance and Flow with two different video game controllers

Russell B. Williams

PII: S1875-9521(16)30039-8

DOI: <https://doi.org/10.1016/j.entcom.2018.07.004>

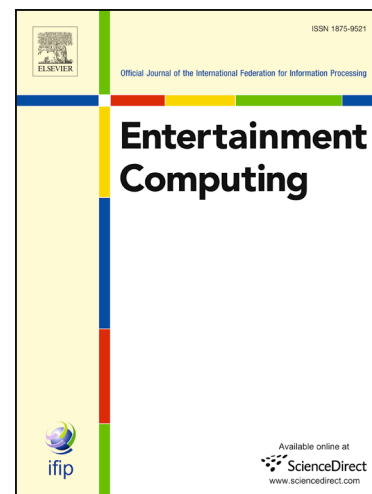
Reference: ENTCOM 270

To appear in: *Entertainment Computing*

Received Date: 31 October 2016

Revised Date: 20 May 2018

Accepted Date: 15 July 2018



Please cite this article as: R.B. Williams, Conceptual Models and Mental Models in Operation: Frustration, Performance and Flow with two different video game controllers, *Entertainment Computing* (2018), doi: <https://doi.org/10.1016/j.entcom.2018.07.004>

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

Conceptual Models and Mental Models in Operation:

Frustration, Performance and Flow with two different video game controllers.

Russell B. Williams, Ph.D.  
Assistant Professor  
College of Communication and Media Sciences  
P.O. Box 144534  
Zayed University  
Zayed City  
Abu Dhabi, United Arab Emirates

[russell.williams@zu.ac.ae](mailto:russell.williams@zu.ac.ae)

+971-50-800-5785 mobile

Abstract

Control devices are an important variable of interest in studies of frustration, aggression, presence and engagement with video games. Findings have been mixed, depending on controller type and associated actions within games. In this study we look at hypothesized outcomes, from the perspective of conceptual models and mental models, in frustration, engagement and performance while playing a driving simulation using two controllers that are based on different conceptual models and have been available for differing amounts of time. Recognizing that conceptual models are exogenous as a part of the device design and mental models operate endogenously to access design features, it was found in this study that there was no difference in frustration or engagement on the basis of conceptual models while performance was better with the older, less-natural, standard-controller. Findings supported the importance of mental models that have developed over time through gaming experience. Frustration, engagement and performance have relationships in this data demonstrating the

Download English Version:

<https://daneshyari.com/en/article/6854568>

Download Persian Version:

<https://daneshyari.com/article/6854568>

[Daneshyari.com](https://daneshyari.com)