PLEASE SIT WITH YOUR TEAMS

<table>
<thead>
<tr>
<th>Team A</th>
<th>Team D</th>
<th>Team F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vinayak Dhingreja</td>
<td>Andrew Albright</td>
<td>Jazmynn-Jade Daos</td>
</tr>
<tr>
<td>Ravi Patel</td>
<td>Nafiri Kusumakaulika</td>
<td>Alexis Hoshino</td>
</tr>
<tr>
<td>Alexander Remigio</td>
<td>Raymond Lam</td>
<td>Antonio Montalvo</td>
</tr>
<tr>
<td>Jerome Revilla</td>
<td>Lucinda Lim</td>
<td>Dylan Shigekawa</td>
</tr>
<tr>
<td>Samir Sachdeva</td>
<td>Colby Nishimura</td>
<td></td>
</tr>
<tr>
<td>Damon Wong</td>
<td>Jay Tolentino</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Team B</th>
<th>Team E</th>
<th>Team G</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ayushi Agrawal</td>
<td>Eric Acampora</td>
<td>Amrit Bhullar</td>
</tr>
<tr>
<td>Bradley Cruce</td>
<td>Damon An</td>
<td>Jonathan Caparino</td>
</tr>
<tr>
<td>John Delshadi</td>
<td>Myron Cotran</td>
<td>Jessica Dear</td>
</tr>
<tr>
<td>Rebecka Goncharov</td>
<td>Ka Lun Lee</td>
<td>Rodolfo Mancilla</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Team C</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Yu (Cherrie) Chang</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ryan Enshaie</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Evan Munemura</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Christie Nambu</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adam Yee</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
About Me

Basic Info
Nicole (Nikki) Crenshaw
2nd year Informatics PhD
Junior Researcher @ NerdKingdom
Research Focus: Identity development in virtual worlds; Handles

Recent Gaming:

Contact Info
Email: crenshan@uci.edu
Office: DBH 5099; by appt.
Ten Questions

1) What’s the problem?
2) Who cares?
3) What have others done about it?
4) What are you doing to do about it?
5) What are you really going to do about it?
6) What (will you/did you) find?
7) What does that mean?
8) Who cares?
9) Where (will you/did you) publish this?
10) What are you going to do next?

*Originally from Judith Olson*
What's the Problem?

- What are you going to solve/examine?
- Is this worth solving/examining?

Physics Of Sheep Dragging

The Study: An Analysis of the Forces Required to Drag Sheep Over Various Surfaces
Who Cares?

Why should people care about this problem?
What Have Others Done About It?

- Literature Review
  - We will go over this more next week.
- Why is what has already been done not sufficient?
- What are the gaps and unanswered questions?
What Are You Going to do About It?

- What is your approach to this problem?
What Are You REALLY Going to do About It?

- Methods
- Operationalization of Terms
- Sample
  - Participants
  - Demographics
What Did You Find?

- Results
What Does That Mean?

- Conclusion
Who Cares?

- Implications

This is different from the earlier “who cares” section.
- Reason this is a valid research pursuit.
  - Implications of the results of this research.
Where Will You Publish This?

- Not as relevant for this course, but something to consider when planning a research project.

- Example: “Introverted Elves and Conscientious Gnomes. The Expression of Personality in World of Warcraft”*
  - Psychology Paper?
  - HCI Paper?
  - Games Studies Paper?
  - The framing is different for all of these!

What Are You Going to Do Next?

- Future research?
- Open-ended questions?
- Add to the discussion from your literature review!
Myers-Briggs Test

- World: Extrovert/Introvert
  - Outer vs. Inner

- Information: Sensing(Observant)/Intuition
  - Basic information vs. Interpretation and meaning

- Decisions: Thinking/Feeling
  - Logic vs. Emotions

- Structure: Judging/Perceiving(Prospecting)
  - Make decisions vs. Open to new options
Meeting Your Team

- Name
- Major
- Year
- Interesting Fact About Yourself
- Myers-Briggs Scores