Universiti Teknologi MARA

Evaluating Stress Level between Single and Multiplayer in Shooter Game

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ABSTRACT

Computer games have becoming phenomena in entertainment industry. It can immerse players to be in the game world and sometimes addicted towards it. The usability of game is one of the factors that the developer should precise on, so that it can attract game players to be repeated user. The problem in game usability may lead to different stress level among the players while they are playing the game. One of the techniques of measuring user stress is physiological measures. Therefore, this project will use that method to evaluate the stress level between players in shooter game. All the process in completing this research is explained in methodology, which consists of three phases. The phases are problem identification and planning, data gathering and investigation phase, and data analysis and recommendation. The main task in this research obtained from the second phase where the primary data being collected, and the third phase where data were being analyzed. At the end of this research, it is found that the multiplayer in shooter game generate higher stress level among the participants compared to during single player session. Hence, some recommendations are given at the end of this project that may be used for future work.

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