Blake Herndon

INFM480

Deliverables

Research Report

- A detailed analysis of current tools and features available across gaming platforms (e.g., Xbox, PlayStation, Nintendo Switch) for managing gaming time and behavior.

- Comparative evaluation of these tools, identifying their strengths, weaknesses, and areas for improvement.

- Examination of the behavioral impact of these tools on children and adults, supported by academic studies and user feedback.

Recommendations

- Practical suggestions for improving existing tools, such as adding customizable reminders, better usage insights, and self-management features for adults.

- Policy recommendations for gaming companies and regulators, such as advocating for more detailed in-game notifications and wellness prompts.

- Suggestions for educational resources to help parents and users better understand and utilize parental controls.

Instructional Guides

- Step-by-step guides for setting up parental controls on Xbox, PlayStation, and Nintendo Switch, including visual aids and troubleshooting tips.

- A section on how adults can use these tools for self-management to address gaming addiction.

Proposed Tools/Features (Conceptual Only

- A conceptual outline of new or enhanced tools, such as integrated gaming calendars, advanced alarms, or more intuitive parental control dashboards.

- Descriptions of how these features could work, including mockups

Awareness Campaign Materials

- Sample content (e.g., flyers, social media posts, or website text) designed to educate users on the importance of using parental controls and tools to manage gaming habits.

Final Presentation

- A comprehensive presentation summarizing the research, findings, and recommendations for stakeholders