

Blake Herndon

INFM480

Success Measurements

Literature Review

- Examine existing research on gaming addiction, screen time management, and tools like parental controls on gaming consoles. I can use this research to understand what tools are effective, what doesn't work, and where there are gaps.

Success Measurement:

- Demonstrate that current tools, such as parental controls and reminders, are effective in some ways, but also identify their limitations.

Analyze Existing Tools

- Study the features of parental controls, screen time limits, and reminders on popular gaming consoles (Xbox, PlayStation, Nintendo Switch). I will review online documentation and user feedback to evaluate how well these tools perform.

Success Measurement:

- Identify issues like ease of bypassing controls, lack of customization, or other limitations to highlight where improvements can be made.

Existing Data

- Look for studies or reports from organizations like WHO or gaming companies that provide insights into gaming habits, addiction, and the impact of screen time. Use this data to support the need for better tools.

Success Measurement:

- Use existing statistics and findings to show that gaming addiction is a significant issue and that current tools may not be enough.

Learn from Other Industries

- Explore how other industries, like health apps or productivity tools, manage behavior change, particularly around screen time. This can provide ideas for improving gaming tools.

Success Measurement:

- Apply successful strategies from other areas to propose realistic and impactful improvements for gaming addiction tools. For example, apps that use the “time to take a break” feature.

Develop Your Proposal

- Outline ways to enhance current tools. Like better reminders, more customization options, modified UI or features that track gaming habits.

Success Measurement:

- Ensure tools and proposals suggested are usable and could be viable to all stakeholders I have listed

Create a Model for Proposed Implementation

- Design a simple model to show how my proposed tools could work in practice. This helps to explain the potential implementation of my suggestions.

Success Measurement:

- Models and demonstrations show proposed ways companies and parents can use their platforms to encourage users to take breaks and mitigate gaming addiction.

