

**Blake Herndon**

**INFM 480**

**10/20/2024**

## **Timeline**

### **Week 1: Research & Recruit Participants**

- **Task 1:** Conduct a thorough literature review on gaming addiction and existing tech solutions.
- **Task 2:** Identify gaps in current resources and research.
- **Task 3:** Recruit participants for surveys and interviews, focusing on adult gamers and parents.

### **Week 2: Distribute Surveys**

- **Task 1:** Finalize the survey questions based on initial findings.
- **Task 2:** Send out the pre- survey via Google Forms or SurveyMonkey.
- **Task 3:** Remind participants to complete the survey.
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### **Week 3: Conduct Initial Interviews**

- **Task 1:** Schedule and carry out interviews with selected participants to gather deeper insights.
- **Task 2:** Use the interview questions previously made to facilitate conversations.

### **Week 4: Engage Participants**

- **Task 1:** Begin implementing initial recommendations based on survey results and find what works best for this group.
- **Task 2:** Encourage discussions about gaming habits in community settings for additional insights.
- **Task 3:** Collect feedback on the survey and interview process for improvements.

### **Week 5: Weekly Check-Ins & Analyze Data**

- **Task 1:** Start analyzing survey data and interview transcripts.
- **Task 2:** Continue research into gaming addiction via literature reviews or case studies to aid in the final report

#### **Week 6: Continue Data Collection & Analysis**

- **Task 1:** Keep up with weekly check-ins and data gathering.
- **Task 2:** Analyze trends in gaming habits and participant feedback.
- **Task 3:** Identify common themes from qualitative data.

#### **Week 7: Final Data Collection & Analysis**

- **Task 1:** Complete any remaining interviews and check-ins.
- **Task 2:** Finalize data analysis, focusing on connections between gaming habits and their impacts.
- **Task 3:** Prepare a report of findings for review.

#### **Week 8: Post-Survey & Final Feedback**

- **Task 1:** Distribute the post-implementation survey to assess changes in habits and addiction levels.
- **Task 2:** Conduct final interviews for detailed feedback on the study.
- **Task 3:** Compile and analyze results from the post-survey and final interviews.
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#### **Week 9: Write Report & Make Recommendations**

- **Task 1:** Draft the final report, including methods, findings, and future recommendations.
- **Task 2:** Add a section about developing the Gaming Wellness Platform based on research.