

Research Log

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Research Question

What is the relationship between literacy and League of Legends?

Source One

COMPLETE CITATION

Demediuk, Simon, et al. "Player Retention in League of Legends." *Proceedings of the Australasian Computer Science Week Multiconference*, 2018, <https://doi.org/10.1145/3167918.3167937>.

SEARCH TOOL USED

This source was found using Google Scholar.

SEARCH STRATEGY

The search strategy I used was entering the term "League of Legends" into Google Scholar. It's a simple search term, but due to the limited number of papers on League of Legends it brought me a lot of good sources.

PARAPHRASED IDEAS OR QUOTES

The most related excerpt of text I found from this source is this paragraph from page two: "Given this, The MOBA business model relies on player retention so that there continues to be a body of players making these purchases. Even if only a fraction of the player base engages in micro-transactions, the more such players there are, and the longer they play the game, the higher the income to Riot Games, the publisher of LoL. In addition, there is evidence that in freemium games, the duration of player engagement appears correlated with the chance of purchases occurring [17, 39]. This adds further weight to the interest in fostering a player experience that leads to long-term retention. The company's reliance on in-game purchases implies that an understanding of the predictors of the cessation of play is integral to the continued financial success of LoL and similar games. The ability to identify behavior that is characteristic of a player close to leaving the game can assist a company with knowing when to strategically increase its services or cater more specifically to these individuals to prevent them from leaving [9, 23]."

EVALUATION OF MATERIAL

This article seems to be well-written, high quality, and very thorough. However, it doesn't seem to relate to my paper as much as I had hoped. While it still provides insight into the literacy used in League of Legends, this runs more towards financial literacy rather than what I had initially planned to research. We'll see if it's useful enough to use.

SEARCH DATE

The search to find this source was run on September 14, 2022.

Source Two

COMPLETE CITATION

Kou, Yubo, and Xinning Gui. "Playing with Strangers." *Proceedings of the First ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play*, 2014, <https://doi.org/10.1145/2658537.2658538>.

SEARCH TOOL USED

This source was found using Google Scholar.

SEARCH STRATEGY

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PARAPHRASED IDEAS OR QUOTES

I found two parts of this research paper I want to look further into. The first one is "Some online games provide mechanisms that allow strangers to form temporary teams to fight non-player characters (NPCs). For example, World of Warcraft (WoW) supports players from different servers to form a temporary team to do an instance or a quest. Studies of these temporary teams reported a low level of social interaction between players. For example, Ekbil and Nardi commented that "Players served primarily to fill out the roles in the trinity so that contests could be completed and items of equipment won; the social dimension transmogrified to minimal instrumental interaction, and sometimes no interaction at all" [9]. Eklund and Johansson noted that players held communication to a minimum and focused primarily on fulfilling their roles [10]." from page one and the second one is "Game researchers have extensively studied player collaboration in Massively multiplayer online role-playing games. Yee pointed out that collaboration is one of player motivations in online games [31]. Nardi and Harris argued that collaboration makes World of Warcraft more fun and yields rich learning opportunities [19]. Lindtner et al. reported that players' collaboration formed an ecology with their real life friends and physical environment [17]. Zhong reported that collaboration positively influences players' online social capital and online civic engagement [32]. People collaborate in different social organizations. Guild, as a form of social organization, has been widely studied. Ducheneaut et al. examined group dynamics within guilds, in terms of their demographics, structure and life cycle [8]. Pisan examined players' identity within guilds [22]. Bardzell et al. investigated how guilds made strategies to progress in game [1]. People can socialize with each other within guilds and clans, which contributes to the successful collaboration." from page two.

EVALUATION OF MATERIAL

This paper is much longer and more in-depth than the first source, which inspires confidence in me. Furthermore, this seems to be more related to what I had planned to write about. Going over social literacy as it's seen in teamwork and the like is a big portion of my plan for this essay.

SEARCH DATE

The search to find this source was run on September 14, 2022.

Source Three

COMPLETE CITATION

Kou, Yubo, et al. "Ranking Practices and Distinction in League of Legends." *Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play*, 2016, <https://doi.org/10.1145/2967934.2968078>.

SEARCH TOOL USED

This source was found using Google Scholar.

SEARCH STRATEGY

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PARAPHRASED IDEAS OR QUOTES

I like this quote from the fifth page of the paper: "Higher ranks supplied players sense of achievement and gratification. As a participant said, 'I'm proud about reach[ing] Gold in the first season I played.'" Another participant mentioned, "I once mentioned to a friend that I was Platinum in League. He immediately said, 'oh, that's very cool man! Very cool! Very few can reach that high.' I was very glad to hear that." This echoed the study of Birk et al. that player self-esteem is positively associated with player perception of competence [3]. Such achievements were so central to players' experience, that when they described themselves to others, they often construct narratives which emphasized not only their present rank, but also the trajectory of ranks changing through their gaming history."

EVALUATION OF MATERIAL

Going over the ranked portion of the game is critical to my research on the social element of literacy in League of Legends. This paper is in-depth and seems credible, and it's full of useful information about the ranked side of the game. Overall it's a source I'll be coming back to a lot.

SEARCH DATE

The search to find this source was run on September 14, 2022.

Source Four

COMPLETE CITATION

Monge, C. K., and T. C. O'Brien. "Effects of Individual Toxic Behavior on Team Performance in League of Legends." *Media Psychology*, vol. 25, no. 1, 2021, pp. 82–105., <https://doi.org/10.1080/15213269.2020.1868322>.

SEARCH TOOL USED

This source was found using Google Scholar.

SEARCH STRATEGY

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PARAPHRASED IDEAS OR QUOTES

I really like this quote from page two of the paper: "However, while Riot Games explicitly sought to disincentivize toxic behavior by pairing it with undesirable outcomes and worsened performance, they were limited by their correlational design. The association between toxic behavior and performance may not be a compelling argument for refraining from online toxic behavior, as toxic behavior might be a reaction to, rather than a cause of, poor performance. In the interest of better understanding the effects of online toxic behavior and supporting the general social health of online environments, we sought to assess the directionality of this association between online toxic behavior and performance by exploring differing predictions from psychological theory, experimentally manipulating confederate toxic behavior, and measuring resultant team and individual performance."

EVALUATION OF MATERIAL

Another important thing to go over for my paper is how individual players being toxic or otherwise negative can affect overall team performance. This relates to social literacy in many different ways. This source is definitely one of my highest-quality sources and it seems the most credible of all of them so far.

SEARCH DATE

The search to find this source was run on September 14, 2022.

Source Five

COMPLETE CITATION

Mora-Cantallops, Marçal, and Miguel-Ángel Sicilia. "Team Efficiency and Network Structure: The Case of Professional League of Legends." *Social Networks*, vol. 58, 2019, pp. 105–115., <https://doi.org/10.1016/j.socnet.2019.03.004>.

SEARCH TOOL USED

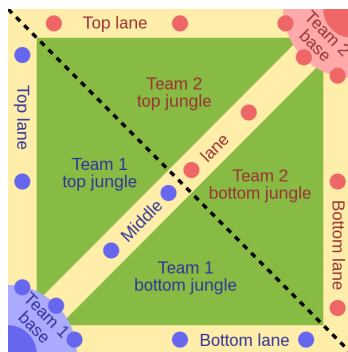
This source was found using Google Scholar.

SEARCH STRATEGY

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PARAPHRASED IDEAS OR QUOTES

The most interesting quote I found here was: "Most literature relates network density (and, therefore, intense interactions between members) as a positive related factor for team performance, labeled as the "density-performance hypothesis" (Balkundi and Harrison, 2006). When team members strongly relate with many other team members, interdependence increases (Sparrowe et al., 2001), raising the need for cooperation and coordination of efforts (Molm, 1994). Dense networks encourage information sharing, trust and dependence (Littlepage et al., 1997). The density of team network is, thus, a relative index that measures the overall affection between teammates (Clemente et al., 2016). In line with this idea, it is hypothesized that: Hypothesis 1. Increased interaction intensity within the team is associated with a higher team performance and efficiency." from page four. I also found a [really interesting and free-to-use graphic](#) from this page, which I'll be including in my research paper.



EVALUATION OF MATERIAL

This is also a very high-quality source from a respected publisher and journal. It goes into detail about how players form teams and how efficient those teams are throughout the course of the game. This information should help me draw comparisons between social literacy and team performance in League of Legends.

SEARCH DATE

The search to find this source was run on September 14, 2022.

Source SixCOMPLETE CITATION

Kou, Yubo, and Bonnie Nardi. "Regulating anti-social behavior on the Internet: The example of League of Legends." *iConference 2013 Notes*, 2013, <https://doi.org/10.9776/13289>.

SEARCH TOOL USED

This source was found using Google Scholar.

SEARCH STRATEGY

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PARAPHRASED IDEAS OR QUOTES

One good quote from this paper is as follows, "This conversation began when the team was going to lose the game, indicated from Shen's plea for surrender (players can vote to surrender if defeat seems unavoidable. But surrender is only successful when four or more out of five players in the team agree). In this conversation, Nidalee said his score is 3:4, indicating that he had killed three enemy players and died four times, which was a better score than Ziggs' 1:7. Then he blamed Ziggs for "feeding," which is the act of being killed repeatedly, and thereby assisting the enemy team. In each match, there is of course always a losing team. At the moment of losing, flaming may erupt. Flaming is sometimes started by minor, subtle triggers."

EVALUATION OF MATERIAL

This source seems a little outdated, but it provides an interesting look into another part of the game I wanted to talk about. While it's been a while, this part of the game remains mostly the same—players still get mad at each other, and this still leads to arguing. Perchance.

SEARCH DATE

The search to find this source was run on October 2, 2022.

Source Seven

COMPLETE CITATION

Kou, Yubo, and Xinning Gui. "Emotion Regulation in eSports Gaming: A Qualitative Study of League of Legends." *Proceedings of the ACM on Human-Computer Interaction*, vol. 4, 2020, <https://doi.org/10.1145/3415229>.

SEARCH TOOL USED

This source was found using Google Scholar.

SEARCH STRATEGY

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PARAPHRASED IDEAS OR QUOTES

This quote from the text made me think, "Competitive sports bring both positive and negative emotions [67], but the scholarship is primarily concerned with negative emotions such as anger, anxiety, and worry, and how they oftentimes engender poor performance and reduced engagement among relatively inexperienced athletes [7,32,52,65,75]. Thus, emotion regulation has become a fundamental component of applied sport psychology intervention [10,44]. Athletes learn and practice emotion regulation before, during, after competition, as well as through time of training and injury recovery [24,27,80]. For instance, the 1988 U.S. Olympic wrestlers used techniques such as breathing control and music to achieve a more optimal emotional state [26]. While physical sports have developed knowledge and procedures about emotion regulation, eSports still lags behind. Jones [45] summarized eight core relational themes for sport-related emotions, including anger, anxiety, shame, guilt, hope, relief, happiness, and pride. Although people generally seek enjoyment in sport [72], some athletes believe that negative emotions such as anger and anxiety could help performance [56]. For example, an athlete could notice that they were anxious before a competition started but still won, which gradually led to the belief that anxiety had a positive effect over their performance. Therefore, negative emotions could be beneficial in sport [24]."

EVALUATION OF MATERIAL

This source is more professional than most, which inspires confidence in me as the writer of the paper. Emotional regulation is a huge part of what I'm talking about with social literacy, and this source seems extremely useful thus far. Even better is that it's a long source, so there's a lot of material to look through.

SEARCH DATE

The search to find this source was run on October 2, 2022.

Source Eight

COMPLETE CITATION

Li, Xiangqian, and Liang Huang. "Time for a true display of skill: Top players in League of legends have better executive control." *Acta Psychologica*, vol. 204, 2020, <https://doi.org/10.1016/j.actpsy.2020.103007>.

SEARCH TOOL USED

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PARAPHRASED IDEAS OR QUOTES

This is my favorite quote from page one of the paper, "Action video games require players to vigilantly monitor the visual periphery while responding quickly to or switching rapidly among multiple targets. In the past two decades, numerous studies have reported that, compared to non-action video game players (nAVGP), action video game players (AVGPs) have increased abilities that are cognitive in nature (see a recent review by Bediou et al., 2018). Specifically, researchers found that experience and training on action video games led to improved allocation of visual attention and visual search (e.g., Castel, Pratt, & Drummond, 2005; Green & Bavelier, 2003, 2006, 2007; Azizi, Abel, & Stainer, 2017; but see Unsworth et al., 2015). Other studies have suggested better cognitive flexibility, interference control and impulsive control in AVGPs over nAVGPs (Andrews & Murphy, 2006; Dobrowolski, Hanusz, Sobczyk, Skorko, & Wiatrow, 2015; Strobach, Frensch, & Schubert, 2012). Nevertheless, these results are not without controversy."

EVALUATION OF MATERIAL

Elsevier articles, regardless of the company, are always professionally made. They're well formatted and contain tons of credible seeming sources. You can really tell the difference between a badly written paper and a quality, academically written one. This really stands out in papers like this, and the paper seems useful for my subject as well.

SEARCH DATE

The search to find this source was run on October 10, 2022.

Source NineCOMPLETE CITATION

Sun, YaoYao. "Motivation to Play eSports: Case of League of Legends." *ProQuest Dissertations & Theses Global*, 2017, <https://www.proquest.com/docview/1927470957>.

SEARCH TOOL USED

This source was found using Google Scholar.

SEARCH STRATEGY

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PARAPHRASED IDEAS OR QUOTES

One of the most related excerpts from this paper is from page five, "Recent studies have found positive effects, on children and adults playing computer games, such as spatial skills, reaction time, family relationships, parental obedience, social networking, school performance and abstinence from drinking alcohol and using drugs (Jonasson & Thiborg, 2010). Esports have evolved into a highly social, highly publicized activity. Global contests such as the 'Major League Gaming' series in the United States feature thousands of people coming together from all over the world to socialize, observe and play professional games. The four main marketing points that apply to Esports and many other mediums are escapism, education, aesthetic and entertainment (Seo, 2013)."

EVALUATION OF MATERIAL

This is a more unconventional sort of resource—something I haven't seen before coming from Google Scholar. This seems more like a book than a paper, but it's cool. It's not from a typical publication either. Given the excerpt above, this could actually be my most useful source, since it's pretty much spot on with what I want to talk about.

SEARCH DATE

The search to find this source was run on October 10, 2022.