

Call For Participants



Player Experiences of Toxic Behaviour in an Online Team Based Video Game

30 min(s) to complete

Sincere Gratitude

Interview

Online

Manchester Metropolitan University

To explore player experiences of toxic behaviour on the online team-based multiplayer game Overwatch. The study will explore if players have been on the receiving end of toxic behaviour, how they felt about it and why they think players act that way and conclude with suggestions on limiting toxic behaviour. Interviews will be carried out through Skype or telephone and will last approximately 30-45 minutes. Upon signing up, you will be sent a participant information sheet brief and questionnaire

Find out more online

Poster printed on 29/04/2024 Study expires on 30/04/2018

More info

by scanning the QR code
or visiting the URL

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