

ENTERTAINMENT TECHNOLOGY AND HUMAN BEHAVIOUR: LITERATURE STUDY

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1. LITERATURE SEARCH

We have done an intensive literature search online in all accessible databases provided by the central library of the Technical University Eindhoven, The Netherlands.

1.1 KEYWORDS

The following search terms and keywords are used, context dependent in different combinations:

Academic achievement, aggression, ANOVA, cognition, computer, education, edutainment, emotion, entertainment, gamble, game, meta analysis, PDF, performance, pet, positive effect, religion, robot, school record, school, technology, therapy, user study, video, violence.

1.2 SEARCH DONE ONLINE

In May, June and July 2004 the following sources are searched:

ACM Digital Library:

<http://portal.acm.org/dl.cfm>

Google:

<http://www.google.com/>

IEEE Computer Society Digital Library:

<http://www.computer.org/publications/dlib/>

ISI web of science:

<http://isi4.isiknowledge.com/>

Kluweronline:

<http://www.kluweronline.com/>

LookSmart:

<http://www.findarticles.com/>

Prentice Hall:

<http://vig.prenhall.com/>

Science Direct:

<http://www.sciencedirect.com/>

Scirus for scientific information:

<http://www.scirus.com/>

SpringerLink:

<http://springerlink.metapress.com/>

Wiley interScience:

<http://www3.interscience.wiley.com/>

The next chapter provides the results of about 440 found documents. All listed references can be downloaded in full-text (PDF format) from the following link (zipped files alphabetically sorted by first author's family name):

<http://www.idemployee.id.tue.nl/g.w.m.rauterberg/references-ec.html>

Most of the collected documents could be classified according the following five categories:

Meta review [MR]: a meta-review is based on literature studies, literature review(s) and at least one meta-analysis.

Meta analysis [MA]: a meta-analysis study is based on a structured and often quantitative analysis of several empirical studies.

Literature review [LR]: a literature review is a comprehensive theoretically oriented analysis of the state of the art according the selected topic.

Literature study [LS]: a literature study is less ambitious than a literature review, mainly provides a good overview over the state of the art with some conclusions.

Empirical study [E]: an empirical investigation, mainly experiment, field test, inquiry, etc.

Design study [D]: a description of the design of an entertainment product with some user testing or evaluation (pure technical papers are excluded from this literature study).

Survey study [S]: a survey study is mainly motivated by marketing aspects, and provides descriptive data about the selected topic; it is somewhat difficult to clearly distinguish between an empirical inquiry study and a market survey, because both present user data.

Any others [O]: any other document that could not be categorized according the above mentioned categories.

MR includes MA; MA includes LR; LR includes LS; LS includes E, D and/or S.

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