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Spontaneous recognition of impactful video games: a user-centric classification framework

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The potential impact of a video game is directly conditioned by its recognizability in the public conscience. But classifying video games in this manner can be a challenging endeavor. This paper emphasizes inconsistencies in recognition metrics and the absence of a unified system of classification. It approaches the problem through a twofold methodology involving a systematic literature review exploring existing classifications and genres, and an exploratory survey gathering data on spontaneously recognized video games in Spain. The study utilizes quantitative data to create three lists of video games—most played globally, most representative internationally, and most significant in the Spanish market. The findings reveal complexities in comparing video game data and underscore the importance of comprehensive research frameworks. The study contributes valuable insights into video game recognition dynamics among users, addresses the scarcity of comparative research in the gaming field, revealing the subjective impact of globally recognized video games and highlighting the possible relations between industry trends, spontaneous recognition, and consumer preferences.

KEYWORDS

video games for impact, videogame, emotions, index, user, acknowledgment, user-centric

1 Introduction

Video games, which are the foremost and most popular form of entertainment in the 21st century, have exhibited consistent growth and enduring popularity. Over the last few decades, they have evolved significantly in complexity, pervasiveness, and overall significance. However, the categorization of these games encounters persistent challenges. It is important to consider that any classification of video games is inherently destined for obsolescence, as the rapid technological evolution of video games continually alters the criteria that must be taken into account. There are various categorizations of video game genres based on gameplay and mechanics, such as Herz's (1997), which identifies the type of experience users can expect from a game. Herz initially identified different video game genre categories, which have since expanded alongside the industry's evolution. While this categorization system serves to classify video game titles by genre, it may not encompass the spontaneous recognition of certain titles in users' minds.

Spontaneous Recognition

Partha Chatterjee



Spontaneous Recognition:

Spontaneous Recognition Shirley Grace, 1997

Spontaneous Recognition Memory Measured by Performance in a Memory Stroop Paradigm Benjamin Axel Anderson, 2011

Studies of recognition memory have generally involved tests in which the participant's memory is directly questioned. There are occasions however in which memory is more spontaneous in nature e.g. recognizing an acquaintance out of context. The current studies investigated spontaneous recognition memory through the use of a memory Stroop paradigm which involved study of pictures and words followed by recognition memory decisions on either the picture or word component of stimuli with an old or new word superimposed over an old or new picture. Spontaneous recognition was measured by comparing the influence of old as compared to new distracters on the probability of responding old to target items. The primary aim of the current studies was to explore the relationship between retrieval constraint and spontaneous recognition of distracting information. The results revealed that spontaneous recognition was more likely to occur when retrieval was less constrained to goal relevant information as a result of having to switch between decisions on pictures and words. In contrast when participants were placed under testing conditions that allowed consistent decisions to be made on the same stimulus type spontaneous recognition was not revealed. The results also yielded partial evidence to suggest that spontaneous recognition may be more likely to occur when the distracter is made more fluent as a result of having been repeated during study. Finally a manipulation involving differential constraint of memory search to the list source in which items were originally studied yielded marginally significant effects such that source constraint to a particular list target was associated with increased processing of distracters belonging to the list being constrained to. Taken together the results suggest that spontaneous recognition may be more likely to occur when demands are placed on controlled processing and that spontaneous recognition may be qualitatively modulated by the way control is being oriented in one's environment.

Spontaneous Recognition, 2017

Social scientists increasingly expect to have access to detailed data for research purposes. As the level of detail increases data providers worry about spontaneous recognition: the likelihood that a microdata user believes that he or she has accidentally identified one of the data subjects in the dataset and may share that information. This concern particularly in respect of microdata on businesses leads to excessive restrictions on data use. We argue that spontaneous recognition presents no meaningful risk to confidentiality. The standard models of deliberate attack on the data cover re-identification risk to an acceptable standard under most current legislation. If spontaneous recognition did occur the user is very unlikely to be in breach of any law or condition of access. Any breach would only occur as a result of further actions by the user to confirm or assert identity and these should be seen as a managerial problem. Nevertheless a consideration of spontaneous recognition does highlight some of the implicit assumptions made in data access decisions. It also shows the importance of the data provider's culture and attitude. For data providers focused on users spontaneous recognition is a useful check on whether all relevant risks have been addressed. For data

providers primarily concerned with the risks of release it provides a way to place insurmountable barriers in front of those wanting to increase data access We present a case study on a business dataset to show how rejecting the concept of spontaneous recognition led to a substantial change in research outcomes

Behavioral Pharmacology of the Cholinergic System Mohammed Shoaib, Tanya L. Wallace, 2020-08-29 The molecular genetics of the cholinergic system including both muscarinic and nicotinic acetylcholine receptors cholinesterases acetylcholine synthesis and release have provided significant insights into potential targeting for pharmacological intervention Cholinergic drugs are being used or evaluated for the treatment of diseases Thus this volume aims to broaden our understanding of the current state of cholinergic mechanisms to enable implementation of novel approaches for the development of more effective treatments

Statistical Confidentiality George T. Duncan, Mark Elliot, Gonzalez Juan Jose Salazar, 2011-03-22 Because statistical confidentiality embraces the responsibility for both protecting data and ensuring its beneficial use for statistical purposes those working with personal and proprietary data can benefit from the principles and practices this book presents Researchers can understand why an agency holding statistical data does not respond well to the demand Just give me the data I m only going to do good things with it Statisticians can incorporate the requirements of statistical confidentiality into their methodologies for data collection and analysis Data stewards caught between those eager for data and those who worry about confidentiality can use the tools of statistical confidentiality toward satisfying both groups The eight chapters lay out the dilemma of data stewardship organizations such as statistical agencies in resolving the tension between protecting data from snoopers while providing data to legitimate users explain disclosure risk and explore the types of attack that a data snooper might mount present the methods of disclosure risk assessment give techniques for statistical disclosure limitation of both tabular data and microdata identify measures of the impact of disclosure limitation on data utility provide restricted access methods as administrative procedures for disclosure control and finally explore the future of statistical confidentiality

CAST Methods in Modelling Franz Pichler, Heinz Schwärtzel, 2012-12-06 Microtechnologies and their corresponding CAD tools have meanwhile reached a level of sophistication that requires the application of theoretical means on all modelling levels of design and analysis Also there is a growing need for a scientific approach in modelling again Many concepts provided by Systems Theory again turn out to be of major importance This is especially valid for the design of machines with intelligent behaviour When dealing with complex systems the engineering design has to be supported by CAD tools Consequently the methods of Systems Theory must also get computerized The newly established field of Computer Aided Systems Theory CAST is a first effort in this direction The goal of CAST research and development is to provide Systems Theory Method Banks which can be used in education and to provide a platform for the migration of CAST methods into existing CAD tools This book basing on different research and development projects in CAST is written for engineers who are interested in using and developing CAST systems particularly in the field of Information and Systems Engineering

The

Perception of Pictures Margaret A. Hagen, 2014-05-10 Durer's Devices Beyond the Projective Model of Pictures is a collection of papers that discusses the nature of picture making and perception One paper presents a perceptual theory of pictorial representation in which cultural and historical options in styles of depiction that appear to be different are actually closely related perceptually Another paper discusses pictorial functions and perceptual structures including pictorial representation perceptual theory flat canvass and the deep world One paper suggests that perception can be more a matter of information make up than pick up Light becomes somewhat informative and the eye correspondingly becomes less or more presumptive Another paper notes that human vision is transformed by our modes of representation that image formation can be essentially incomplete false or misleading primarily as regards dramatic performance and pictorial representation One paper makes three claims that 1 the blind have untapped depiction abilities 2 haptics involving the sense of touch have an intuitive sense of perspective and 3 depiction is perceptual based on graphic elements and pictorial configurations The collection is suitable for psychologists physiologists psychophysicists and researchers in human perception or phenomenology

A Princely Impostor? Partha Chatterjee, 2002-03-24 In 1921 a traveling religious man appeared in eastern British Bengal Soon residents began to identify this half naked and ash smeared sannyasi as none other than the Second Kumar of Bhawal a man believed to have died twelve years earlier at the age of twenty six So began one of the most extraordinary legal cases in Indian history The case would rivet popular attention for several decades as it unwound in courts from Dhaka and Calcutta to London This narrative history tells an incredible story replete with courtroom drama sexual debauchery family intrigue and squandered wealth With a novelist's eye for interesting detail Partha Chatterjee sifts through evidence found in official archives popular songs and backstreet Bangladeshi bookshops He evaluates the case of the man claiming with the support of legions of tenants and relatives to be the long lost Kumar And he considers the position of the sannyasi's detractors including the colonial government and the Kumar's young widow who resolutely refused to meet the man she denounced as an impostor Along the way Chatterjee introduces us to a fascinating range of human character gleans insights into the nature of human identity and examines the relation between scientific evidence legal truth and cultural practice The story he tells unfolds alongside decades of Indian history Its plot is shaped by changing gender and class relations and punctuated by critical historical events including the onset of World War II the Bengal famine of 1943 and the Great Calcutta Killings And by identifying the earliest erosion of colonialism and the growth of nationalist thinking within the organs of colonial power Chatterjee also gives us a secret history of Indian nationalism

The Psychology of Art Appreciation Bjarne Sode Funch, 1997 This book is more than an introduction to the psychology of art appreciation it puts into perspective the research carried out within the area and offers a new understanding of the relationship between art and viewer A number of studies within the psycho physical cognitive psychoanalytic and existential phenomenological schools of thought are presented in order to demonstrate how their views on the appreciation of visual art vary Five different types of art appreciation ranging

from a spontaneous preference for a work of art to a blissful experience of transcendence are identified and described

Foundations of Knowledge Alexander Thomas Ormond,1900 Year Book Illinois Farmers' Institute. Department of Household Science,1929 *The American Exporter* ,1922 *American Exporter* ,1922 **The New English Review Magazine** ,1906 **Library of Universal Literature: Science (15 vols.)** ,1901 **Fragments of Science** John Tyndall,1902 **Progressive Education** ,1928 **Library of Universal Literature: Fragments of science** ,1900

New York Court of Appeals. Records and Briefs. New York (State)., **Proceedings ...** Michigan Schoolmasters' Club,1929

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Spontaneous Recognition Introduction

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