

Laura Haning
March 4, 2006
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Rhet 105

Annotated Bibliography

Becker, David. "When Games Stop Being Fun." CNET News.Com. 12 Apr. 2002. 3 Mar. 2006
<<http://news.com.com/2100-1040-881673.html>>.

This article is about different people's addictions to the same video game and how it affected their lives. This could be a very useful site for me because it discusses addiction, which is possibly what I will address with my subculture. It discussed how one man failed out of college and neglected his fatherly duties for the game while another The only downfall to this site is that the game they play is a computer game called "Everquest" and it was written 4 years ago, but also addiction to a video game is addiction, so it could possibly be beneficial.

"Games, Gamers, and Gaming Cultures." 3 Mar. 2006
<<http://www.knowledge.hut.fi/projects/games/gamelinks.html>>.

This website is full of links to other websites to find different issues. This is probably not a site that will be useful to me in the long run, although I may decide that links on this page may be useful to me to look back upon.

"Halo 2 (Video Game Series)." Wikipedia. Wikipedia. 3 Mar. 2006
<http://en.wikipedia.org/wiki/Halo_2>.

This website may prove to be very useful to just help provide me with a basic understanding of what Halo 2 is. It is a detailed description of many different aspects of the game that include its history, how to play the game, many different aspects of the game, and different awards, the criticism, and much more. I may not use this website as much for citing in my final paper but just to familiarize myself with the game as much as possible.

Loftus, Tom. "Gamers Go Gunning for 'Halo 2'" MSNBC. 9 Nov. 2004. MSNBC. 3 Mar. 2006
<<http://www.msnbc.msn.com/id/6441598/>>.

An NBC article about the debut of the game Halo 2. It is a story about the long line of fans awaiting midnight for the sale to begin. This is a somewhat useful article in receiving information about how crazed these people are about Halo 2 and a little background about what Halo is, but probably not the most beneficial for use in my final paper.

Paprocki, Matt. "Video Gaming Becomes the New Crack." Blogcritics.Org. 24 May 2005. 3 Mar. 2006 <<http://blogcritics.org/archives/2005/05/24/192426.php>>.

This blog critic addresses how more hours are being spent on gaming now than television and movies. He is making an argument that gamers are not addicted, they are just redirecting their entertainment to another form of technology. It provides an interesting standpoint, but is probably not the most helpful piece of research to utilize for my final arguments.

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Schlimme, Mary. "Video Game Addiction: Do We Need a Video Gamers Anonymous?" student, Bryn Mawr College. 3 Mar. 2006
<<http://serendip.brynmawr.edu/bb/neuro/neuro02/web2/mschlimme.html>>.

Although this was written in 2001 and refers to games that I remember talk of in middle school, this article to turn out to be very instrumental in my final paper. There is much description about what addiction is and includes experiments to conclude that a video gamers anonymous is in fact needed.

"The Video Game Revolution." www.pbs.org. 3 Mar. 2006
<<http://www.pbs.org/kets/videogamerevolution/>>.

Useful in the fact that there are many different options of education in this article. You can learn about the history of gaming, the impact of gaming, or the future of gaming. It is a useful website, but probably not the most useful for my paper.

University Communications. "Exhibit Looks At Video Gaming From Academic Perspective." [The University of Arizona](http://www.theuniversityofarizona.edu). 19 Jan. 2006. 3 Mar. 2006 <<http://uanews.org/cgi-bin/WebObjects/UANews.woa/wa/MainStoryDetails?ArticleID=12164>>.

Website of an article that looks at gaming from an academic standpoint and that it perhaps does have education value. It is a short article that would not be very beneficial overall for my use.

"Video Game Addiction." [Preteen Kids Culture Article](http://www.theparentreport.com/resources/ages/preteen/kids_culture/130.html?view_notation=10794). 3 Mar. 2006
<http://www.theparentreport.com/resources/ages/preteen/kids_culture/130.html?view_notation=10794>.

This website contains something I would describe as a blog or diary entry written by a young boy who describes how his addiction to Halo 2 drastically changed his life. Could be useful for an example, but I can tell it is not that professionally done because of the grammar and substance of the entry. It includes a link to site to listen to people playing Halo 2 and expresses how it also affected his good friends life. This could be very useful in my final paper in order to display how crazed and addicted some of these video gamers can become.

Weaver, Jane. "College Students are Avid Gamers." [MSNBC](http://www.msnbc.com). 6 July 2003. 3 Mar. 2006
<<http://msnbc.msn.com/id/3078424/>>.

This is an article that includes statistics about when people are playing video games, who is playing, and what they are playing. It addresses college students gaming habits. This is one of the more useful articles.

EXTENSIVE NOTES

I felt as if the first source was useful, but did not get enough notes from just that so used extended notes from two sources.

Schlimme, Mary. "Video Game Addiction: Do We Need a Video Gamers Anonymous?" student, Bryn Mawr College. 3 Mar. 2006
<<http://serendip.brynmawr.edu/bb/neuro/neuro02/web2/mschlimme.html>>.

- US spent 9.8 billion dollar on video games in 2001
- Video gaming system present in 36 million US homes
- Addiction is impaired control over the use of a psychoactive substance and/or behavior
- Video game addicts described with same characteristics as other addicts
- This addiction particularly detrimental to children
- Kids who play violent games more likely to act violently
- Some argue playing violent games purges ones need to act violent
- Video games take away from homework time and decrease social skills
- Gamers feel an adrenaline rush causing them to play more and more pushing physical and psychological limits and could lead to an addiction
- "sunk cost fallacy" feel they need to keep going and get more accomplished because of time already invested
- Neurotransmitter dopamine level increases during video game playing = enjoyment
- High levels of it are associated with addiction
- Increased levels of dopamine found in people playing video games similar to the levels in drug addicts, it can produce video game addiction

"Halo 2 (Video Game Series)." Wikipedia. Wikipedia. 3 Mar. 2006
<http://en.wikipedia.org/wiki/Halo_2>.

- Halo 2 is a sequel to Halo: Combat Evolved
- Record 1.5 million copies preordered
- One year after release it had sold 7 million copies worldwide
- Video game industry surpassed the movie industry in total revenues for the first time and has maintained its lead since.
- Named "Game of the Year"
- Many modes to play in
 - Campaign (5 levels of difficulty)
 - Easy
 - Normal
 - Heroic
 - Legendary- like suicide
 - Mythic

Multiplayer- Slayer, capture the flag, assault, oddball, juggernaut, king of the hill, territories

- Allows players to compete online on X-Box Live
- Players choose what "style" they want to play rather the more specific details
- Bungie.net records all gamers statistics when they are logged in playing online

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- Shield much stronger and regenerates much more quickly than original Halo
- Once the shield runs out the player then has buffer of health, but the amount left is unknown to the player

After talking to [REDACTED] (my main reference for information) we decided these were the essentials from the article for me to know.