

A Multinational Data Set of Game Players' Behaviors in a Virtual World and Environmental Perceptions (Postprint)

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Abstract

Video gaming has been rising rapidly to become one of the primary entertainment media, especially during the COVID-19 pandemic. Playing video games has been reported to associate with many psychological and behavioral traits. However, little is known about the connections between game players' behaviors in the virtual environment and environmental perceptions. Thus, the current data set offers valuable resources regarding environmental worldviews and behaviors in the virtual world of 640 Animal Crossing: New Horizons (ACNH) game players from 29 countries around the globe. The data set consists of six major categories: 1) socio-demographic profile, 2) COVID-19 concern, 3) environmental perception, 4) game-playing habit, 5) in-game behavior, and 6) game-playing feeling. By making this data set open, we aim to provide policymakers, game producers, and researchers with valuable resources for understanding the interactions between behaviors in the virtual world and environmental perceptions, which could help produce video games in compliance with the United Nations (UN) Sustainable Development Goals.

Full Text

Preamble

DATA PAPER

A Multinational Data Set of Game Players' Behaviors in a Virtual World and Environmental Perceptions

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Video gaming has been rising rapidly to become one of the primary entertainment media, especially during the COVID-19 pandemic. Playing video games has been reported to associate with many psychological and behavioral traits. However, little is known about the connections between game players' behaviors in the virtual environment and environmental perceptions. Thus, the current data set offers valuable resources regarding environmental worldviews and behaviors in the virtual world of 640 Animal Crossing: New Horizons (ACNH) game players from 29 countries around the globe. The data set consists of six major categories: 1) socio-demographic profile, 2) COVID-19 concern, 3) environmental perception, 4) game-playing habit, 5) in-game behavior, and 6) game-playing feeling. By making this data set open, we aim to provide policymakers, game producers, and researchers with valuable resources for understanding the interactions between behaviors in the virtual world and environmental perceptions, which could help produce video games in compliance with the United Nations (UN) Sustainable Development Goals.

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1. INTRODUCTION

Video gaming has become a favored form of entertainment for people of all ages worldwide. During the COVID-19 pandemic, while many industries faced significant disruptions, the video game industry experienced rapid growth in both player base and revenue. As public health measures compelled people worldwide to remain at home, video games surged in popularity, reaching an estimated 2.7 billion players globally in 2020 [1]. In the first nine months of

2020 alone, video game sales in the United States increased by 23% compared to the same period in the previous year, totaling \$29.4 billion [2].

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Note: Figure translations are in progress. See original paper for figures.

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