

The House Always Wins...?

Attribution Theory and Games

GAMERS

QUEST 6 PSYCHOLOGY

STATE FAIR OF TEXAS CURRICULUM

STUDENT EDITION

Recap
You will be going the State Fair of Texas to play games and analyze the behavior of others who play games (and yourself!) at the Fair.

STATE FAIR MAP



Recall the following terms that you discussed in class:

- ★ The Attribution Theory
- ★ Attributes (Internal/External)
- ★ Perception
- ★ Bias
- ★ Fundamental Attribution Bias
- ★ Self-Serving Bias

Did you predict that winning is based on actual ability, or external factors? Let's find out!



Plan Your Route

- ★ Enter the gaming area by Big Tex
- ★ Enter the rest of the Midway through the gaming area



Optional Materials to Bring

- ★ Pen or Pencil
- ★ Sketchbook
- ★ Notebook or Paper
- ★ Smartphone or Tablet

While You're There

You will use information you gather at the State Fair to help you with THREE project goals:

1. Use your notes from today's visit to create a presentation on Attribution Theory back in class.
2. Use Color Theory to test your friends' preference in gaming colors.
3. Hold a formal debate with classmates, based on your observations of fairgoers.

$$EF \parallel AD, EF = (a + b) / 2$$

$$E = y^a$$

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The objective of your visit is to explore the internal and external forces described in the Attribution Theory that may cause behavior at games in the Midway. Then, determine if winning games has to do with a person's ability or external forces. By the end of this Quest, you should have drawn a conclusion about your own interpretation of behavior based on your observations.

- ★**THE HOUSE ALWAYS WINS...?:** Does your chance to win a game have to do with your real ability, or is it caused by external attributes? Or do you have a chance to win at all?
- o Upon entering the Gaming area of the Midway, choose at least two games to try out yourself, or watch another person play.
 - o Document your observations to refer to later.

- You should have a hypothesis prior to trying each game about whether the game is won from internal or external forces on the brain.
- Try (or watch another play) each game you picked at least twice.
- Take good notes; you'll need them for your projects!

- ★**DRAWING US IN WITH COLOR:** As you conduct your observations, pay attention to the colors of the games that fairgoers are choosing.
- o Are there colors that more people seem to be drawn to?
 - o As you look around, are there colors that you do not see in any of the game designs?
 - o Make a note of the most-used colors for future reference.
 - o If possible, take photos of these games. If you do not have a camera available, make a sketch.



Back at School

When you return to class following your State Fair visit, you will work on your three projects. See your teachers for more information.