Abstract

When it comes to computers and the display people use they typically want it to be as big as possible. This may not be the best thing to do when it comes to playing certain types of video games. For simple everyday use a bigger display is just fine, there is more screen real-estate to take advantage of allowing many windows to be open at once and they can be reorganized depending on what the user wants to focus on. This is not an option when it comes to video games specifically Real-Time Strategy (RTS) games. The purpose of this is to explore whether a bigger screen improves a player's situational awareness when playing RTS games. This will be determined by a user study in which participants will be placed in two groups to play an RTS game. Their ability to retrieve information and how well they play will be measured.