

Selective visual attention and video game player

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Abstract

Based on the study of Green and Bavelier (2003), video game players (VGP) were compared with non-video game players (NVGP) on their selective visual attention using flanker compatibility task. Significant compatibility effect found in 1-filler and 3-filler condition, but not the other, suggesting VGP having better selective visual capacity. Experiment 2 intended to investigate the effect on the size of distractor on compatibility effect, and the size of distractor show an insignificant but observable trend. Discussion on the results, limitation and further studies were also included.