

Tweens' Perceptions of Deceptive Design in Video Games



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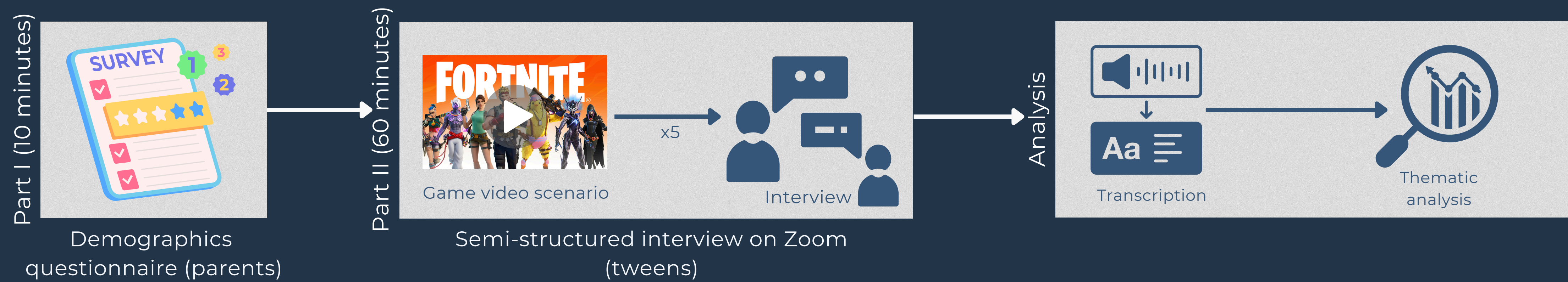
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Video games use **deceptive designs** to maximize engagement and spending. These tactics may be particularly manipulative for **children**.

How do tweens **perceive** deceptive design patterns in video games?

How do tweens **respond** to deceptive mechanics when playing?

METHODOLOGY



5 Game Scenarios:

- Adopt Me! → Daily login streak
- Fortnite → FOMO & limited-time skins
- Minecraft → Unclear waiting mechanics
- Among Us → Unnecessary time consumption
- 8 Ball Pool → Social pressure to invite friends

PRELIMINARY RESULTS

Perceptions of Deceptive Design
Understand that there is manipulation in games
Believe that FOMO should not drive their choices
Recognize the broader consequences

Responses to Deceptive Design
Accept time-consuming mechanics as fair
Do not see harm in inviting friends for rewards
Prioritize gaming over daily life
Show financial restraint

Nothing bad can happen from that. **(P2)**

Spending your savings on a skin is not good financial planning. **(P3)**

You're going to be addicted... you're always going to be up late on a device and not wanting to do other things. **(P1)**

There's no point in buying it—because later, other people will get new skins. **(P1)**