

Can players follow rules even on the internet?

Anthony Cuevas

9th

Harmony School of Advancement

## 2. 3 - Abstract

3. The purpose of the experiment was to see how people's morality responds to whether or not to cheat online. In order to do this I made sure that the players have a lot of freedom, well when compared to other online chess games at least, such as letting the disc move by being dragged instead of clicking where it goes. I let others, mainly family members, try it out and every once in a while will they cheat. What I discovered from that is that people can follow rules only when an outside factor messes them up will they cheat and break the rules for fun. Just to be a little happier after seeing their opponents reaction.

4. I would like to thank my teacher for helping me out when I got stuck with the code and it wasn't working properly.

5. In a normal game of chess you can touch the disc and move the board around which lets you know you are playing chess. But what if everything was online? That could change how people perceive the game and end up cheating.

6. I want to see if technology can shape our views so drastically that we do things we normally wouldn't do.

7. Will players cheat if chess was on a computer?

8. My project allows more freedom when compared to other chess programs and there are ways to easily cheat in this version of chess. Somewhat encouraging you to cheat. I think that players will cheat in an online setting and the reason for it is just to see the look on the opponent's face.

9. Control: Number of discs on board.

Dependent: Will the player cheat?

Independent: The players, players mindset, players attitude.

Constants: The program itself.

10. Computer with program made, at least two people, graph, and check box chart.

11.

1. Set up laptop on a stable surface(Counter or table)
2. Open scratch program.
3. Find two players.
4. Show them the program.
5. Explain the rules.
6. Watch them play.
7. Record data in a table(shown in 13)
8. If they want to try again, let them.

12. N/A

	Estimated Reason for Cheating			Did one of them cheat	
	Angry	To see opponent's reaction	Other	Yes	No
1	✓			✓	
2		✓		✓	
3	✓			✓	
4	✓			✓	
5		✓		✓	
6			✓	✓	
7					✓
8					✓
9					✓
10	✓			✓	
11					✓
12					✓
13					✓
14		✓		✓	
15					✓
16					✓
17	✓			✓	
18					✓
19			✓	✓	
20		✓		✓	
21	✓			✓	
22					✓
23	✓			✓	
24					✓
25					✓

13.

14. N/A

15. My hypothesis was somewhat correct. A majority of the players did cheat, but it wasn't because they wanted to get a reaction out of the opponent. It was because the player was angry mainly because they kept losing but sometimes it was other factors.

16. Players will cheat in an online setting but mainly because they are in a foul mood.

17. It could let people know that those people in your life that ruin things could just be in a foul mood for reasons out of your control. So instead of being angry at them, try to understand them and maybe reach out to help them.

18. [The Circle: Eggers, Dave: 9781594139611: Amazon.com: Books](#), [Environmental Stress, Gary W Evans \(Edited \) - Shop Online for Books in the United States \(fishpond.com\)](#), [Americans are experiencing unprecedented stress levels, poll shows \(nbcnews.com\)](#), [Is 'headline stress disorder' real? Yes, but those who thrive on the news often lose sight of it \(theconversation.com\)](#), [Reviving war-game scholarship at MIT | MIT News | Massachusetts Institute of Technology](#).