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Abstract

There are numerous factors that affect whether or not a person chooses to engage in prosocial, or helping, behavior. Mood, empathy, arousal, success or failure at a task, and type of video game played are just a few that have been researched. At Allegheny College, students participated in a study examining the effect these variables had on prosocial behavior. While the results showed none of the participants engaged in prosocial behavior, this is believed to be a flaw in the measure of prosocial behavior and not a statement regarding the apathy of college students. The results were still beneficial in that they elucidated some of the mediators of prosocial behavior and showed some trend in regards to different video game types.