The Psychology of Video Games (Psyc 445)

The Psychology of Video Games is a teaching/research course taught at the University of Maryland, College Park in which students both learn about psychological issues in video games and also conduct empirical research on video game issues. As such, the course requires considerable support. You are invited to be a player in this course. Listed below are some ways that that you can be involved.


**Health Pack Sponsor** ($5K): Help to support undergraduate labor for course research and development. Benefits: Access to course materials and input to student’s projects.

**Level Up Sponsor** ($10K): Help to support a graduate student research/teaching assistant for the course. Benefits: Access to course materials, instructor’s and teaching assistant’s time, and input to course projects.

**Quest Sponsor** ($25K - $50K): Support a specific research project to be determined in collaboration with the sponsor. Benefits: Immediate access to research results, as well as, the benefits listed above.

All sponsors will be listed on a public course page (cognitron.umd.edu), the Laboratory for Automation Psychology (lap.umd.edu) sponsor page, and the Human-Computer Interaction Laboratory (www.cs.umd.edu/hcil) sponsor page. If you would like to be a sponsor, contact Dr. Kent L. Norman, Department of Psychology, University of Maryland, College Park, MD 20742, klnorman@umd.edu. (301) 405-5924.