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Research Investigation Reflection

I originally intended for the research medium to be a gaming video essay with a few animated graphics to explain the gaming cases and the scenarios. I wanted to use this medium of a gaming video with talking over gameplay, as it is a concept I am very familiar with, and since my research topic was video gaming related, I thought it to be appropriate. Unfortunately, time constraints eliminated the use of animations, color grading of the base footage, as well as B-roll of the game cases I was talking about, and since I was using Resolve and have not touched an NLE in years, the expected video quality dropped by a fair amount.

Anecdotally, the topic of input latency and gaming performance is a topic near and dear to me, as it has frustrated to no end on numerous occasions during competitive and regular story games. There were many other research topics I had wanted to discuss, like consumer rights degradation, self-hosting, and other more technical or legal topics, but I feared that the research would either become too difficult or the concepts would be too hard to explain given the target audience being first year undergrads. It took a while to find a simpler research topic like input latency, as due to circumstances like nearing graduation and finishing my senior design project, gaming was the last thing on my mind at the time.

Finding the sources was difficult at first, since the UTRGV library did not have the sources I was looking for using the search syntax introduced to me by the university librarian. Even terms like gaming and latency showed few results, and of those few, all were irrelevant. Despite the librarian's preference towards the university library, Google Scholar helped a lot. My only search term was "input (latency OR lag) (competitive OR e-sports) performance" and since Google tends to keep most relevant results on the first page, I stuck with the first page.

I wanted to have more than 1 source per popular esports game/genre and at least 1 generic source for my research topic. Having 1 source per popular esports game seemed sufficient if I found the study to be peer-reviewed or the experiment at least well conducted. The only source that broke that rule was the source about response time, as it did not specify detail about the participants of the experiment, though it fit the generic case, and was supposed to complement the NVIDIA SIGGRAPH source, which was well conducted. Another poor contestant that had only 1 source per genre was the League of Legends source, which used network latency instead of input latency. Unfortunately I let that slip while generating a source list and annotating it for the annotated bibliography. Overall, the cases of generic, FPS, and the outlier competitive game, Rocket League, had sources with acceptable research standards and relevancy to the research topic.

The results from the research were largely unsurprising to me, since I had clear repeated anecdotal events throughout my time playing games like *Rainbow Six: Siege*, *The Finals*, *Apex Legends*, etc, but to have actual quantifiable data from larger sample spaces outside of personal experience now gives undeniable proof that, yeah, it's not just a skill issue.