**User Testing Consent Form**

Study Administrator:

Participant Number:

This study is focused around the implementation of real-time deformable terrain as a core gameplay mechanic to solve puzzles. The intended audience for this game is casual video-game players who enjoy solving relatively straightforward looking puzzles using unconventional methods. The goal of the game is to reach and interact with switches that will create platforms in the game, with the pink switch creating the platform that leads to the level exit. Upon reaching this pink platform you will progress to the next level.

For the study period you will be given up to 10 minutes to play through the game, which will be running on a Windows PC with an Xbox 360 Controller hooked up to control it. You are under no requirement to complete all the levels, so feel free to take your time and play to your own speed. A sheet will be provided to you that will explain the controls of the game and label them respective to the controller provided. The first three levels of the game are for mechanic demonstration and getting comfortable with the controls, then the following three levels involve more complex puzzles for you to solve.

After you have finished the play session, you will be given a short questionnaire regarding your experience playing the game, after which you will be asked a brief selection of interview questions relating to the game (This interview may be recorded for transcription purposes, but you will be given the option to refuse this should you prefer).

The information that will be collected in the testing period will be logged data from your time playing the game, from the questionnaire administered afterwards and from writing up your responses to the interview questions.

**Statement of Informed Consent**

Upon signing this document, I indicate that I have read the description of the study and am aware of my rights as a participant. I voluntarily agree to participate in the study.

Print Name:

Signature:

Date: