You are being invited to take part in a research study investigating the video game Counter-Strike: Global Offensive (CS:GO), in terms of your personal experiences and views. Before you decide whether or not to participate, it is important for you to understand why the research is being done and what it will involve. Please take time to read the following information carefully and discuss it with others if you wish. Please ask if there is anything that is not clear, or if you would like more information. Take time to decide whether or not you wish to take part. The **lead researcher** for this project is **Eleanor Hyde** who is **supervised** by **Dr Claudia von Bastian**, at the **University of Sheffield**. This project has been approved by the University of Sheffield’s Ethics Review Committee, administered by the Psychology Department.

**What is the study’s purpose?**

Action video games, and especially the sub-genre First Person Shooter (FPS) games, contribute 47.8% of total video game sales (Entertainment Software Association, 2019). Considering their popularity it is important we understand the cognitive impact of playing FPS games. However, the nature and complexity of video games has changed drastically from the early games of the 1980s, meaning there is a growing need for researchers to gain an improved understanding of FPS games before considering their impacts on players. The aim of this study is to explore your personal views and experiences with CS:GO in terms of playstyle, defining gaming expertise, tournaments and professional gaming. The knowledge gained from these in-depth interviews with experienced CS:GO players will help to improve the quality of future studies of FPS gaming,

**Why have I been chosen?**

You are being asked to take part because you responded to an advert for this study and meet all of the following criteria:

* 16-35 years old.
* Proficient English for understanding the instructions and questions
* Play CS:GO, with any frequency or experience
* Access to a computer with Google Meet, a webcam and a microphone.

If you are not able to take part in the study because you do not meet all of the criteria, please let the researcher know. In total, 3 participants will be recruited for the interview.

**Do I have to take part?**

It is entirely up to you to decide whether or not to take part. If you decide to take part you will be asked to sign a consent form before the interview. If you have any questions about the research, you can ask the researcher at any time prior, during, or after you completed the interview (contact details are included in this document).

The interview will be recorded, and will be anonymised as soon as you complete the study. The interview will then be transcribed and the original recording deleted. If you wish to withdraw your participation, you may do so at any point during the interview. After the interview has occurred, you are able to withdraw your transcript up to **2 weeks** after the interview date. If you wish to withdraw your participation, you do not have to give a reason and there will be no negative consequences in doing so.

**What do I have to do if I take part?**

If you do decide to take part, you will be asked to sign a consent form, complete a 5 minute Google Form survey and arrange a convenient date for the interview. The Google Form survey includes questions regarding your demographics and computer specifications (e.g. Graphics Card and Processor). All questions include the options “I don’t know” and “I prefer not to say” if you do not wish to answer them.

Following this, the interview will be carried out using Google Meet, a free browser application that does not need downloading or installing any content. During the interview, you will be asked questions about your personal experience and views on CS:GO. If you do not wish to answer any of the questions you do not have to respond. The interview will take approximately 1 hour to complete and you will be given the opportunity to ask any further questions about the research afterwards. Having completed the interview, you will also be sent debriefing information via email.

Audio and video of the interview will be recorded, and recordings will only be accessible to the researchers mentioned above. Once transcribed, the recording will be deleted. As stated previously, your real name will not be used in the transcription or in the research report itself.

**What are the possible disadvantages and risks of taking part?**

We do not anticipate any disadvantages or risks in taking part in this interview that are greater than discussing similar topics with a friend. However, it is possible that reflecting upon your previous CS:GO experiences may cause you to feel uncomfortable or distressed. If you feel like this at any point during the interview or that participation in the study would impact your mental or physical health, please let the researcher know and contact your GP.

**What are the possible benefits of taking part?**

Within approximately 2 weeks of the interview, you will be emailed with a £7 Amazon e-gift card. Additionally, your participation and valuable knowledge regarding CS:GO will directly inform a planned research study into how expertise and skills in video gaming relates to cognitive abilities, which will improve our understanding of the effects of playing video games.

**Will my taking part in this project be kept confidential?**

All the information that we collect about you from the Google Form and interview will be kept strictly confidential. Personal information will be kept separately from the research data, and the research data will be anonymised. You will not be able to be identified in any reports or publications. Anonymised interview transcripts may later be made available to other researchers in accordance with the Open Science Framework, or in journal publications. However, recordings of the interviews will not be made available. Please note that you can only withdraw data during the study and up to **2 weeks** after the interview took place because your data will be anonymised at this point.

**What is the legal basis for processing my personal data?**

According to data protection legislation, we are required to inform you that the legal basis we are applying in order to process your personal data is that ‘*processing is necessary for the performance of a task carried out in the public interest*’ (Article 6(1)(e)). Further information can be found in the University’s Privacy Notice<https://www.sheffield.ac.uk/govern/data-protection/privacy/general>.

**Who is the Data Controller?**

The University of Sheffield will act as the Data Controller for this study. This means that the University of Sheffield is responsible for looking after your information and using it properly.

**What if something goes wrong and I wish to complain about the research?**

Should you wish to raise a complaint regarding the treatment by researchers or a serious adverse event occurring during or after the experiment that needs to be reported, you should contact the lead researcher (details below). If following this you feel that your complaint has not been handled to your satisfaction, you can contact the Head of the Psychology Department (details below) who will then escalate the complaint through the appropriate channels. If the complaint relates to handling of personal data, information about how to raise a complaint can be found in the University’s Privacy Notice:<https://www.sheffield.ac.uk/govern/data-protection/privacy/general>

**Contact Details**

Lead Researcher: Eleanor Hyde, [erahyde1@sheffield.ac.](mailto:erahyde@sheffield.ac.yk)uk

Project Supervisor: Dr Claudia von Bastian, c.c.vonbastian@sheffield.ac.uk

Head of Department: Professor Glenn Waller, g.waller@sheffield.ac.uk

**You will be offered a copy of this information sheet and consent from via email, should you like to keep it for your records. Finally, thank you for taking part in this project.**