

Pre.

Post.

- ① Measure gaming skills
- ② **Target** score (Give reference)
- ③ Questionnaire
 - Locus of control scale (LOC)
 - etc.

① —

Repeat (50 ± 3) trials

Ready
 5 ± 1 sec



- **Opp. doesn't move** in a fixed position.
- Only the **player can move** freely.
- **No countdown** so that the player doesn't notice the exact timing when the task starts.

Chasing (Chased)
30 sec



- Even if achieving goal, **free moving** is performed for the remaining time, **forcing 30 sec per trial.**
- Vote for **surrender.**
- If player lose 10 times in a row, diff. is reduced. (But not informed.)

Result
5 sec



- Show the score to the player
- Show the pseudo scoreboard to the player. (per 10 trials)

shuffle

Survey
per max 10 sec



- Predicted **win prob.**
- Perceived **diff.**
- **Stress** score
- **Target** score
- Estimated **cont.** (per 10 trials)