## **Informed Consent Form**

James Collins is an undergraduate student studying BSc Computing for Games at Falmouth University and is leading an investigation into how AI complexity affects player experience during game play.

During this study you will be asked to play a short 5-10 minute wave defence game against one of two differing AI opponents. You will then be asked to complete a questionnaire about your experience, this should take between 5 - 10 minutes. It will include a few questions about personal information, namely, Age and Gender. However, these will all remain completely anonymously and will not be linked to any specific set of data.

By agreeing to take part in this study you consent to allow the use of the information recorded here to potentially inform future work and to be used for publication in journals and conference proceedings.

All data collected is protected by United Kingdom laws and will be stored securely and destroyed after 2 years.

If you have any queries please do not hesitate to contact <u>James.collins2@me.com</u>. Furthermore, if you have any concerns or complaints regarding the ethical aspects of this study please contact the Falmouth University Research & Development Office at <u>research@falmouth.ac.uk</u> or 01326259247.

Please note if you no longer wish to take part in this study you can withdraw at anytime without penalty or consequence.

I have read the information provided and I understand this study is being conducted purely for academic purposes. I acknowledge that participation is voluntary and that I have the right to withdraw from the experiment at any time. I also acknowledge that any data I provide is treated anonymously, confidentially and will be subject to rigorous data protection. I am also happy for my contributions to appear in scholarly publications on the condition that these contributions remain anonymous. Therefore I consent to take part in the study.

2. Do you consent? \*

Mark only one oval.

I Consent

I do not Consent (Withdraw from experiment)



\* Required