Things to do before the participant arrives:

* Start experimental computers (if the computer has the macintosh side booted up, restart it while holding the ‘option’ key and then load the windows system with the ‘testing’ profile).
* The password is SCN2012lab (case sensitive), although some computers may have the password SCN2011lab .
* Ensure keyboards and mice are connected and working properly
* Ensure headphones are positioned next to computer station
* Ensure participant has video game cover story that matches the participant condition number. Circles correspond to condition 1; 2 lines correspond to condition2; triangles correspond to condition3; square corresponds to condition 4 (symbols can be found at the bottom of the game summary sheets).
* Make sure to have 2 copies of the informed consent for each participant (place them near their computer). Only the video game cover story packet should be in the participant’s folder.
* In the Subject station folder, click on ‘Engelhardt’, then click ‘Politics\_Spring2013’ folder
* To load up the participant’s game session, drag and drop the appropriate **.wad** file onto **game.exe**. For example, for condition one, use **1.wad**. Always double-check to make sure you are running the appropriate subject number in the correct condition.
* To start the game, go to NEW GAME. Press ENTER twice to start a new game on the default settings (“Hurt Me Plenty”).

Things to know during the experiment:

* Try to be vague when answering participant questions. When in doubt, say something like “Because we want participants to be run under the same experimental conditions, I’ll answer questions like those over the course of the experiment. I’ll also be happy to answer any questions you might have at the conclusion of the experiment.”

Things to do after the experiment:

* Take detailed notes on the note sheet about anything that is out of the ordinary throughout the experiment
* Write **participant number (e.g., 001), time they were run, condition**, and **date** on the top of the consent and participant folder
* Place informed consent and surveys inside respective participant folder
* File participant folder in the designated filing cabinet

Hello. I’d like to welcome you to our study dealing with video games and political opinions. My name is [name] and I’ll be working with you today. During this experiment, I would like to ask you to play a video game for about fifteen minutes and complete a brief survey. The reason this study is so brief is because we are interested in examining how long participants can play a video game while still having time to complete a separate survey. This time information will be noted and will help researchers create separate studies that will be run next semester. As you’ll notice, one of the future studies will involve the video game that you will play today, and the survey you complete will be used in a separate future study on political opinions. In other words, your help and attention during this experiment will allow us to test materials for a series of future studies.

\*\*\*\*\*\*\*\*\*\*\*Casually remark that you are part of the design process for the future studies. Tell them you hear these future studies will be around 4 hours ***each***, so they should be glad they are completing this half hour study.

However, before we get started, I would like to ask you to review and sign an informed consent if you still wish to participate in this study. We also kindly ask that you turn your cell phone completely off so you are not distracted during the experiment.

\*\*\*\*\*\*\*\*\*\*\*Give participant time to sign the consent and make sure cell phones are OFF!

- Also, slide consent behind participant computer so it is out of view.

Thanks. The game that we’ll be having you play today were made back in the early 90s, and you may or may not have been playing video games at that particular time. Here is a packet that will summarize the game you’ll be playing today. There is also some useful information about some of the things you’ll find in the game, as well as some information on how to control your character. Whenever you are done looking through your packet, please look up at me so I know when we can continue.

- Give participants time to read the game summary sheet. When the participant is finished….

Some people have different ways in which they would use the mouse to look up. Which way would you move the mouse to look up?

- Ask people to demonstrate which way they would move the mouse to have the character in the game look up toward the ceiling.

Somebody who pushes the mouse **away** to look up is a **normal** user.

Somebody who pulls the mouse **towards** to look up is an **invert** user.

- Make sure the mouse inversion is set appropriately. You **MUST** check this for **every** participant, even if they are a normal user!

In the game menu, use the arrow keys to select OPTIONS, then press enter.

Select MOUSE OPTIONS, then press enter.

Select Invert Mouse.

For a **normal user** who **pushes away** to look up, turn **Invert Mouse OFF.**

For an **invert user** who **pulls towards** to look up, turn **Invert Mouse ON.**

Again,

**AWAY TO LOOK UP = NORMAL USER = INVERT MOUSE OFF**

**TOWARDS TO LOOK UP = INVERT USER = INVERT MOUSE ON**

Now that you have had a chance to orient yourself to the video game you’ll be playing today, we ask that you try to kill as many game characters from a particular area before proceeding to the next room or portion of the game. If you happen to lose all your health during the game, just click the space bar and you will start over. Also, when you finish a particular level or section, please press the space bar *quickly* to begin the next board. In other words, we ask that you try to engage yourself in the game as much as possible for the following fifteen minutes. Quickly pressing the space bar when you reach the end of a level or lose your health will help toward this effort.

The only thing we ask during the video game is that you try your best.

\*\*\*\*\*\*\*\*Remark that it’s almost like a competition between participants to see who can kill the most monsters in the time they play today\*\*\*\*\*\*\*

I’ll check to make sure you are getting a handle on the controls and character movements. After I do so, I’ll then start a timer for a period of 15 minutes and then let you know when we’ll be moving to another portion of the experiment.

If you are ready to start, please put your headphones on and begin playing.

- Start a timer (cell phone) for 15 minutes once participants appear comfortable.

- When 15 minutes is up – Please stop playing.

- Wait for the participant to take their headphones off – walk around the make yourself noticeable.

Now I’d like for you to complete a separate questionnaire on political opinions in a different area. Please follow me.

- Have participants complete the questionnaire on the opposite side of the room from where they played the video game.

- While the participant is completing the questionnaire, return to their computer and press the “p” key. Record these two numbers on the participant’s note sheet in the appropriate place.

- Press option F4 to quit the game.

- After the participant has completed the surveys, allow them to read the debriefing sheet.

- **Things to do after the experiment**:

* Be sure to write the **participant number, condition**, **time** and **date** on the top of the consent sliding it in the participant folder. Put the same information on the top of the folder tab.
* Place informed consent and surveys inside respective participant folder
* File participant folder