Crowded Dinosaur User Study

Welcome! You are going to take part in the user study that is a part of a master thesis about a real-time crowdsourcing solution. You are going to play a web game on your computer, where a single player character is controlled simultaneously by multiple people over the network. The anonymous data from this experiment will be used to validate and evaluate the proposed solution.

The game you are going to play is a clone of a well-known mini game, where a dinosaur has to jump over and crawl under obstacles, while continuously running to the right. The controls for the game are:

- Hold SPACE for normal jump
- Press and release SPACE quickly for small jump
- Press DOWN arrow for crawl

The player character is the black dinosaur and when it impacts an obstacle the game is over. You will also notice a second dinosaur of different color in front. It is just a visualization of your input. This dinosaur of different color does not impact with obstacles and has no direct influence on losing the game. The black dinosaur has a small delay, so you might need to issue input a little bit before an actual obstacle, based on the current situation.

Read the following points carefully and ask the organiser when something is unclear before the study starts.

1. At the beginning of the study you were given a nickname. Use it throughout the experiment, so the results from the study can be analyzed and compared.
2. Please access a form at this link bit.ly/31PM1mN and fill it out.
3. After filling out the form enter this link kenjik.itch.io/crowded-dinosaur (you can use Chrome, Firefox or Safari). The password to access the game is *dino.*
4. Click *Run game,* then fill in your player nickname and click *Login*.
5. Click on *Create room - Create room - Ready - Start Game* (you don't need to put anything in the input fields)*.
6. You can play the game either in windowed or in full screen mode (the blue button at the bottom right). Choose one that you prefer. The black dinosaur should be in the left part of the screen, but not touching the border.
7. Signal that you are ready to the organiser. This part of the study will let you familiarise yourself with the game in single player mode.
8. After the organiser gives permission, start the game and play it for around two minutes. After impacting an obstacle press *Restart* and *Start* again as many times as you want.
9. After two minutes you will have 3 tries at achieving the high score. Please write the achieved scores on your nickname paper.
10. Wait for the organiser before proceeding to the next part.

11. The following points (12 - 18) will be performed multiple times with different system parameters.
12. Reload the web page with the game.
13. Login with the same nickname as before.
14. Click on *Find room* and join the room provided by the organiser.
15. Now you will play the multiplayer version of the game. Notice that there will be many more dinosaurs of different colors signifying different player's inputs. Your color will be displayed on the top of the screen. Remember, that it is still only the black dinosaur that matters for the game progression.
16. Please do not refresh or close the game during the study, unless asked to.
17. Organiser will start the game when everybody is ready. Things to note:
    a. Try playing to the best of your abilities.
    b. The behaviour of the black dinosaur will depend on the input of all of the players.
    c. The communication between players is NOT allowed during the game play, because we do not want an outside synchronization to affect the system performance.
    d. Do not get discouraged if the dinosaur fails to beat obstacles, some configurations of the system are meant to be less effective, but the trial is still relevant because of gathered data.
18. After 3 minutes of playing, you will have 5 tries to beat the highscore.
19. Wait for the organiser and then start again from point 12.
20. Access another survey at this link bit.ly/3rPh5xH.

Thank you for participation!