

# Plymouth University

School of Computing, Electronics and  
Mathematics

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BSc (Hons) Computing and Games  
Development

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UX in AR Games

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## Acknowledgements

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## Abstract

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## 1. Introduction

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## 2. Background, Objectives & Deliverables

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### 2.1. Background

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### 2.2. Aim and Objectives

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### 3. Research

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## 8. Stages

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### 8.2. Stage 2: Game Design & Technology Testing

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Appendix B: PID

Appendix C: Highlights

Appendix D: Stage Objectives, Plans and Reviews

Appendix E: Exception Reports/Plans

Appendix F: Research Documents

Appendix G: Ethic Participant Documents

Appendix H: Test Results