**Department of Psychology, University of Warwick**

**Participant Debrief**

**Study title:** *Reward feedback and learning.*

**Name of Researcher(s):** *Marcus Lew*

**Name of Supervisor:** *Lucasz Walasek*

Thank you for participating in this study.

**Study Aims**In the information sheet, we informed you that the purpose of the study was to measure reaction time in a game environment. In actuality, our study investigates whether larger reward values and audiovisual feedback influence people’s learning in a simple game of skill.

In this study, you were asked to complete a survey and play a 2D Endless Runner game where you can attack and jump, all under a fake username you provided. You were notified that the highest scorers will be posted at a later date. You were in one of the following conditions: control, audio only, visual only, inflated currency, audiovisual + inflated currency. You were able to stop playing on your own volition by pressing “End Game” at the top right corner, where you would also submit your data. We gathered these metrics to gauge engagement with the game: button clicks, retries, time played, highest score, obstacles removed, and obstacles missed.

The results from this study will help us understand how the usage of audio (success sound) and visual effects (inflated values) affects engagement in casinos, arcades and games. Current applications of audiovisual effects like our experiment are most prevalent in lottery-like systems. Furthermore, lottery-like systems are typically paired with bloated gains. These results will inform us to our understanding of learning, gamification and decision making and identify the effectiveness of these aforementioned effects in a controlled environment.

**Withdrawal**We would like to remind that **we are not able to withdraw your data** if you have pressed “END GAME”nor will it be possible to identify it or link it to you. 

**Additional support**

If you feel upset after having completed the study or find that some questions or aspects of the study triggered distress, please visit the services below. (e.g., Warwick wellbeing services (for University of Warwick students only <https://warwick.ac.uk/services/wss/> ; The Samaritans ([www.samaritans.org](http://www.samaritans.org)), Mind ([www.mind.org](http://www.mind.org)).

**Further information/complaints**

If you have a complaint about the way you have been dealt with during the study, please contact Prof. Lucasz Walasek (L.Walasek@warwick.ac.uk), who is the supervisor of this study.