

RPGLITE EXPERIMENT INFORMATION

Welcome to RPGLite!

This game is made as part of research by computing science PhD students with the University of Glasgow. The intention of the research is to build a dataset about the way that people play games like RPGLite, how this gameplay evolves, and how players interact with elements of the application itself.

What does my involvement require?

Play the game! Nothing else is required. We hope to collect between 20 to 50 completed games from dedicated players, which we estimate at 30-60 minutes of playtime. We expect no particular behaviour from you, other than to play the game, and play it as you would any other game you downloaded onto your phone.

What data is collected?

No identifying information about players is collected. In the game's database, usernames and encrypted passwords are the only things we store about *you, the player*.

In terms of data collected for our own analysis, this includes moves made, login times, access times for various parts of the application, characters played with, and other similar pieces of information.

HOW WILL THE DATASET COLLECTED BE USED?

The dataset will be analysed in various ways. Some of the things we are interested in learning from the data include:

- Which characters do players consider optimal?
- How do players use the characters they have chosen?
- Do players who rank highly in the game (using the game's built-in metrics for skill as well as others, calculated separately) make different choices around character selection, move selection, or both?
- How can we artificially produce datasets which closely resemble the one produced by real-world gameplay?
- Can we detect, via modelling, properties of the player base or subsets thereof?

If you have any further questions, you can contact:

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