

RESEARCH PARTICIPANT INFORMATION SHEET

Influence of audio on video games

Samuel Spithorst
University of Utrecht

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What is the purpose of this study?

To research the effects of audio in video games on users.

What will I do if I choose to be in this study and how long will it take?

The study consists of a short period of gameplay (3 minutes), followed by a short questionnaire (approximately 5-15 minutes).

Will information about me and my participation be kept confidential?

Your responses will be kept strictly confidential, and digital data will be stored in secure computer files. Any publications based on this research will not include your name or any other individual information by which you could be identified. The project's research records may be reviewed by departments at Utrecht University responsible for regulatory and research oversight.

What are my rights if I take part in this study?

Your participation in this study is voluntary. You will not be paid for your participation. You may choose not to participate or, if you agree to participate, you can withdraw your participation at any time without being penalized.

Who can I contact if I have questions about the study?

If you have questions, comments or concerns about this research project, you can talk to one of the researchers. Please contact s.f.spithorst@students.uu.nl

If you have questions about your rights while taking part in the study or have concerns about the treatment of research participants, please write to: s.f.spithorst@students.uu.nl or contact the research supervisor p.vankranenburg@uu.nl