

# Study 5

3(intact logged streak, broken logged streak, no log) between subjects conditions

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## *Instructions:*

In this study, you will be playing word and/or number games, much like you might do for fun on an app.

You are being paid \$0.50 to participate in this study. You can play as many or as few games as you want. In other words, you are not being paid for how many games you complete, or how many correct answers you give. However, we appreciate you playing as many games as you can.

Once you decide to stop playing, you will finish the study by answering some questions about the games.

In order to participate in this study, you must be using **Chrome** or **Firefox** on a **computer**. Otherwise, the game may not load properly.

In the next few pages, we will explain how to play the games. Then, you will be able to start!

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We have two games available.

WORD JUMBLE is a game where you have to unscramble a series of letters to create a word.

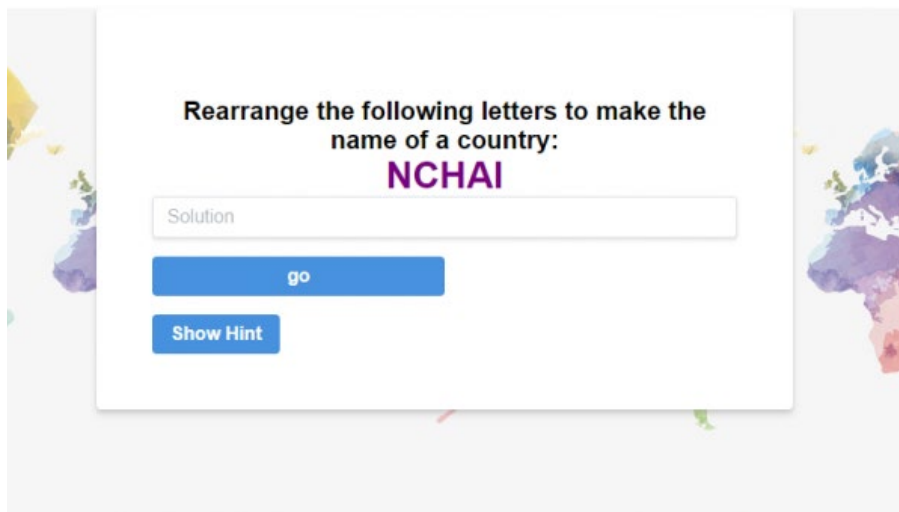
NUMBER SUM is a game where you have to find the 2 numbers that sum to 200.

You will be able to choose what category of game you want to start playing with (JUMBLES or SUMS). Once we run out of one game category, you'll be able to play games from the other category.

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Below is an example screenshot from the WORD JUMBLE game:



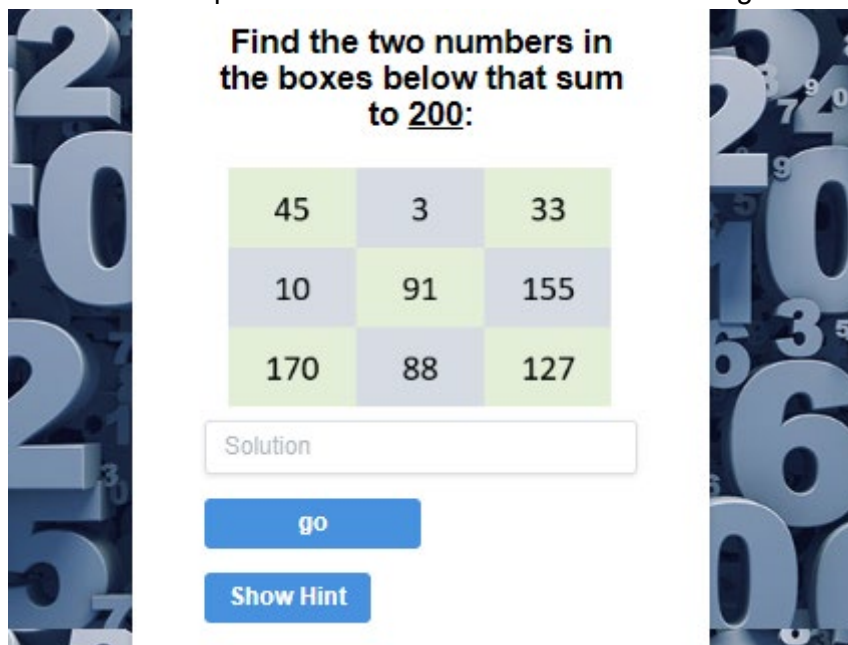
To complete the jumble, you would put your answer (CHINA) into the 'solution' textbox and hit 'go.'

If you get stuck, you can click 'Show Hint' to see a helpful clue!

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Below is an example screenshot from the NUMBER SUM game:



To complete the sum, you would put your answer (45 & 155) into the 'solution' textbox and hit 'go.'

If you get stuck, you can click 'Show Hint' to see a helpful clue!

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Before continuing with the instructions, please select which game category you would like to play:

☐ WORD JUMBLES (1)

☐ NUMBER SUMS (2)

[Participants' choices changed the instructions and games they saw, as indicated in blue]

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*Display This Question:*

*If condition = intact*

Once you attempt a game, it will be added to your game tracker.

For example, once you attempt one game, your tracker will look like this:

**Games attempted: 1**



All games will be counted towards your game tracker as long as you have seen them; in other words, they count even if you don't answer them correctly. **Both jumbles and sums will count towards your game tracker.**

Your game tracker will be displayed at the top of your screen.

*Display This Question:*

*If condition = broken*

Once you attempt a [sum/jumble](#), it will be added to your game tracker.

For example, once you attempt one [sum/jumble](#), your tracker will look like this:

**Sums attempted: 1**



OR

**Jumbles attempted: 1**



[Sums/jumbles](#) will be counted towards your game tracker as long as you have seen them; in other words, they count even if you don't answer the [sum/jumble](#) correctly.

**[Jumbles/sums](#) do not count towards your game tracker.**

Your game tracker will be displayed at the top of your screen.

After completing each [sum/jumble](#), you will be given the option to continue on to a new [sum/jumble](#), or to stop playing and move on to the final questions.

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To check your understanding of how the game app works, please answer if the statements are true or false.

[Participants had to correctly answer the following questions to proceed]

*Display This Question:*

*If condition = intact*

Below is an example game tracker:

**Games attempted: 1**



Display This Question:

If condition = broken

Below is an example game tracker:

**Sums attempted: 1**



**Jumbles attempted: 1**



OR

Display This Question:

If condition = intact or broken

Only SUMS (and not JUMBLES) count towards your game tracker.

☐ True (1)

☐ False (2)

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Display This Question:

If condition = intact or broken

If you answer a **sum/jumble incorrectly**, it still is added to your game tracker.

☐ True (1)

☐ False (2)

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You can play as many games as you would like.

☐ True (1)

☐ False (2)

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If we run out of **sums/jumble**, you may play a **jumble/sum**.

☐ True (1)

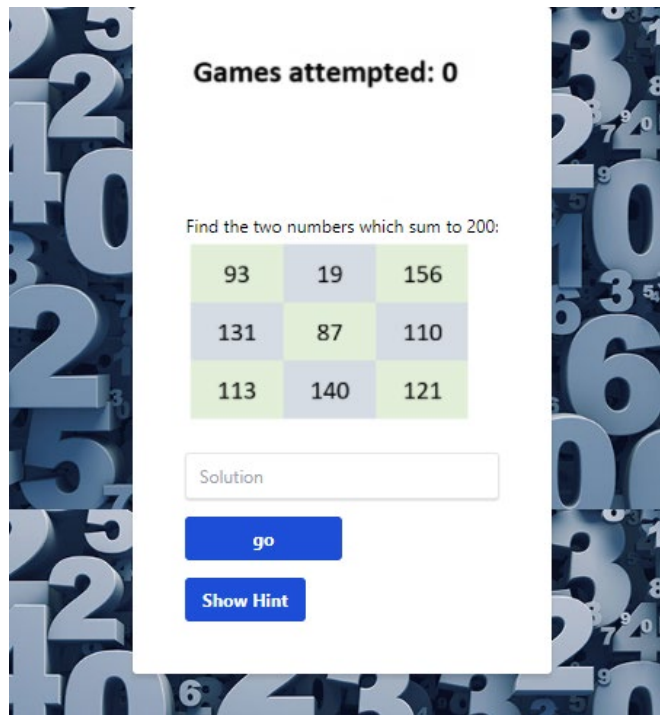
☐ False (2)

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### ***Stimuli and Main DV:***

[Participants who chose to play number sums saw the following games. Participants in the broken logged streak condition saw a tracker with 'sums attempted' instead of 'games attempted,' while participants in the no log condition did not see a tracker at all]



**Games attempted: 0**

Find the two numbers which sum to 200:

93	19	156
131	87	110
113	140	121

Solution

**go**

**Show Hint**

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**Games attempted: 1**

✓

The answer was **113 & 87**.

Press "continue game" to go on to a new sum.

continue game	end game
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**>>**

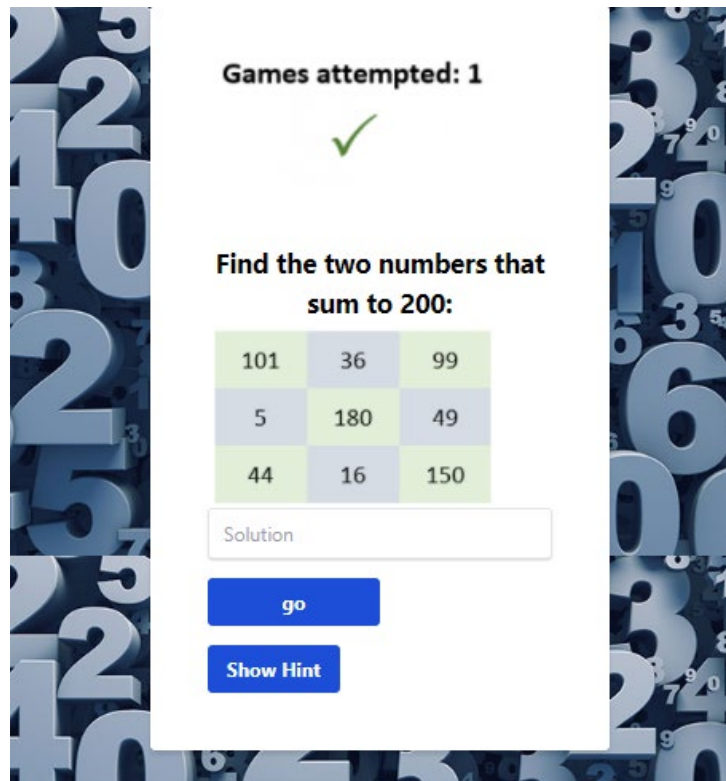
[At any point after a game, if participants selected 'end game', they were shown the following and then proceeded to the questions after the main DV]

You have chosen to stop playing the games.

Press the arrow button to answer some questions about your experience.

Page Break

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The screenshot shows a game interface with a white central panel on a dark blue background with large, 3D-style numbers. The panel displays the following content:

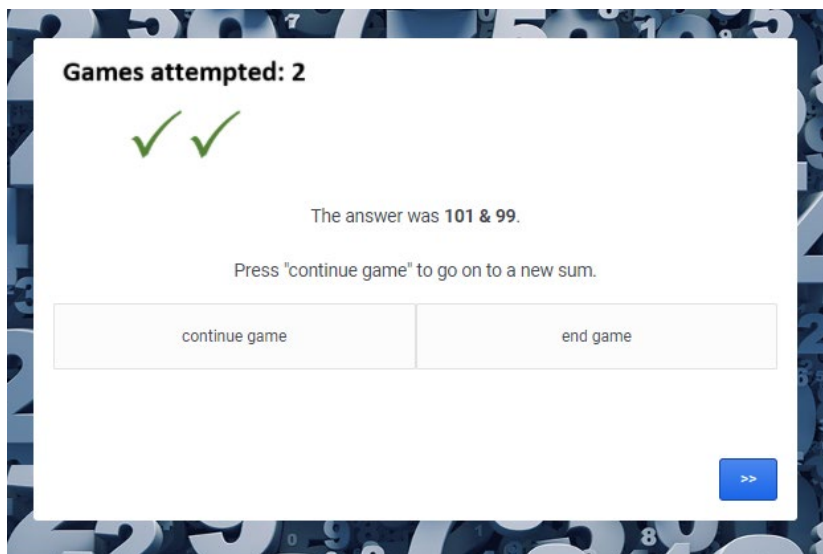
- Games attempted: 1**
- A green checkmark icon.
- Find the two numbers that sum to 200:**
- A 3x3 grid of numbers:

101	36	99
5	180	49
44	16	150

Below the grid is a text input field labeled "Solution". At the bottom of the panel are two blue buttons: "go" and "Show Hint".

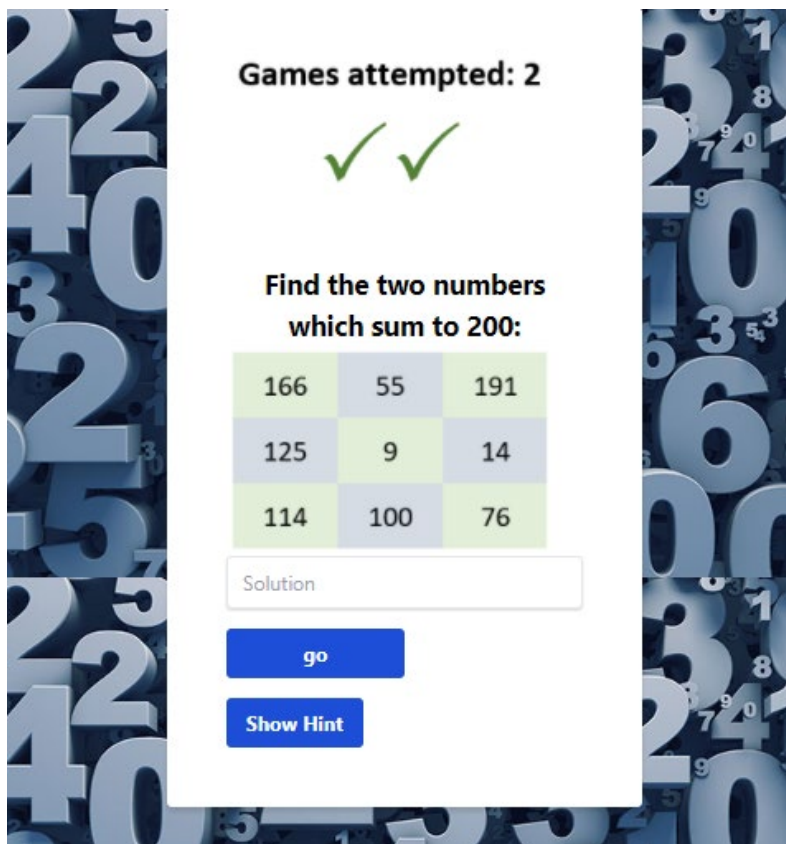
Page Break

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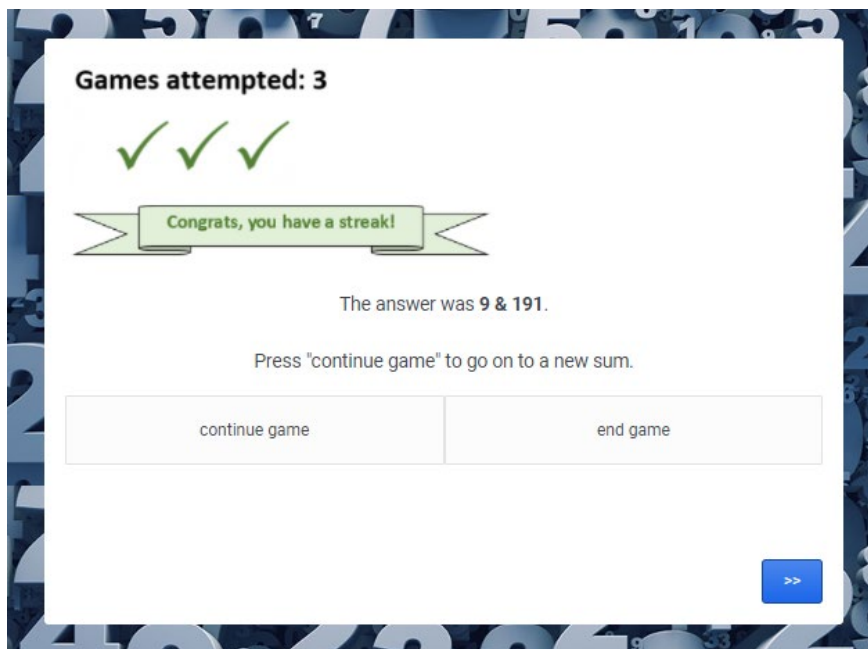
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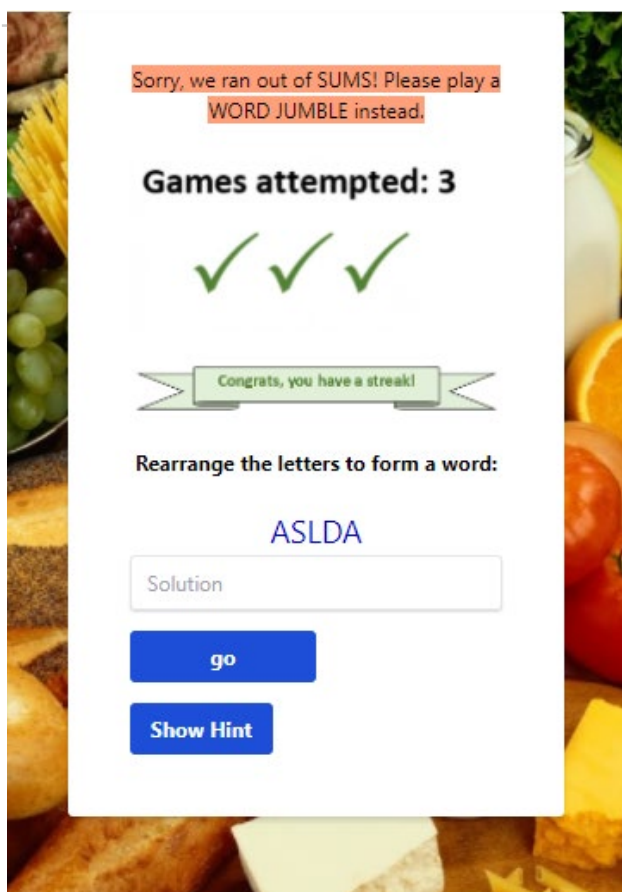
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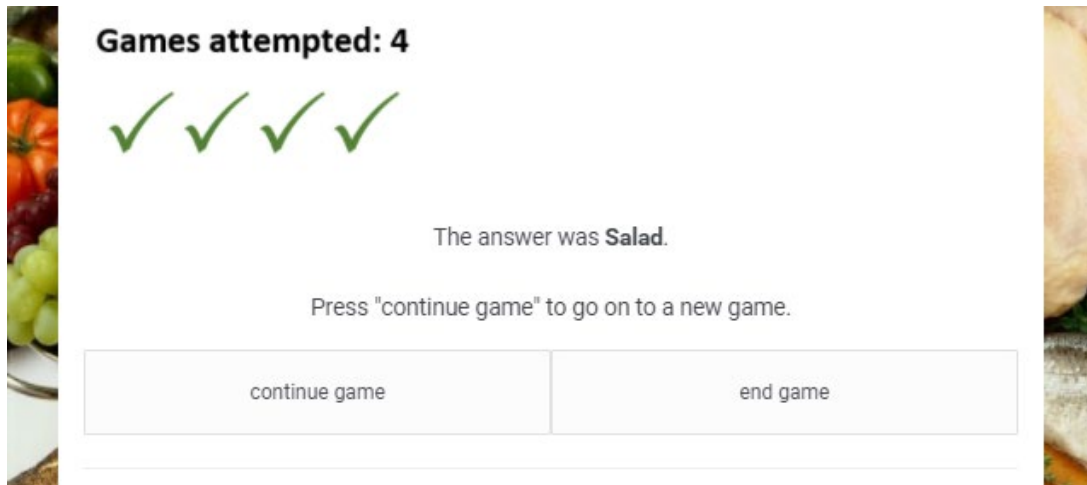


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Main DV:



In the broken logged streak condition, participants saw the following tracker instead:



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*Display This Question:*

*If "continue game"*

You have completed all available games!

Press the arrow button to continue on to some questions about your experience.

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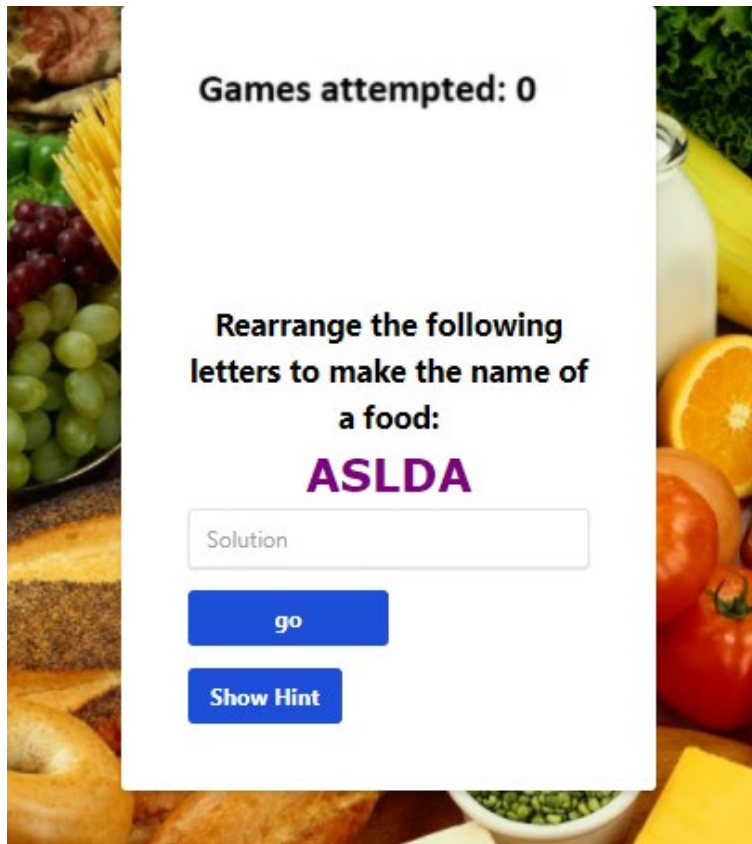
*Display This Question:*

*If "end game"*

You have chosen to stop playing the games.

Press the arrow button to continue on to some questions about your experience.

[Participants who chose to play word jumbles saw the following games. Participants in the broken logged streak condition saw a tracker with 'jumbles attempted' instead of 'games attempted,' while participants in the no log condition did not see a tracker at all]



**Games attempted: 0**

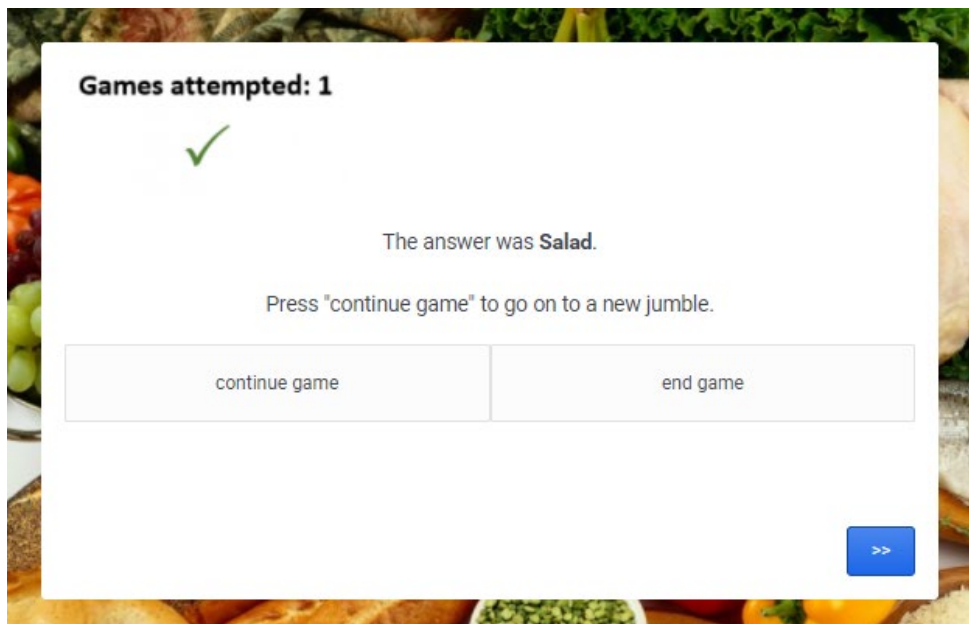
**Rearrange the following letters to make the name of a food:**

**ASLDA**

**go**

**Show Hint**

Page Break



**Games attempted: 1**

✓

The answer was **Salad**.

Press "continue game" to go on to a new jumble.

**>>**

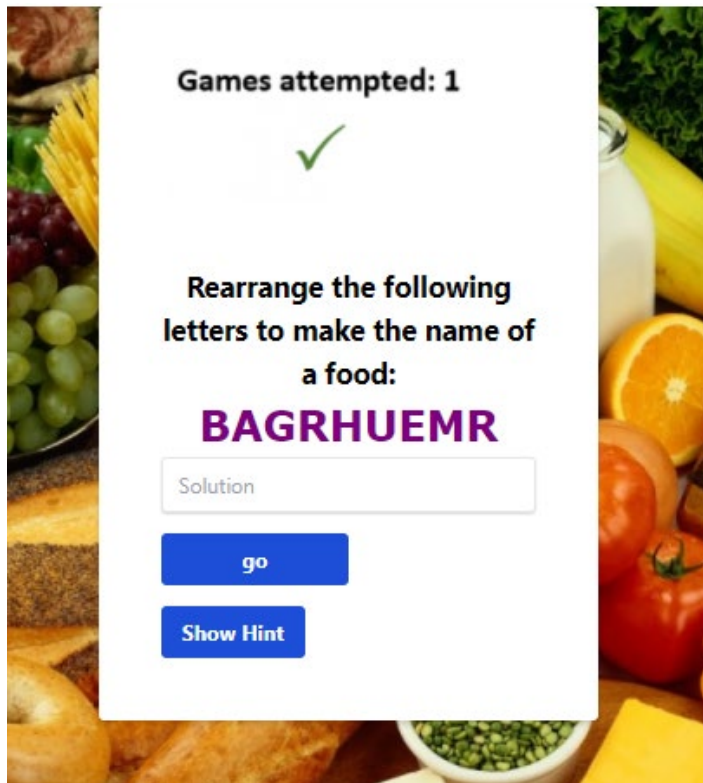
[At any point after a game, if participants selected 'end game', they were shown the following and then proceeded to the questions after the main DV]

You have chosen to stop playing the games.

Press the arrow button to answer some questions about your experience.

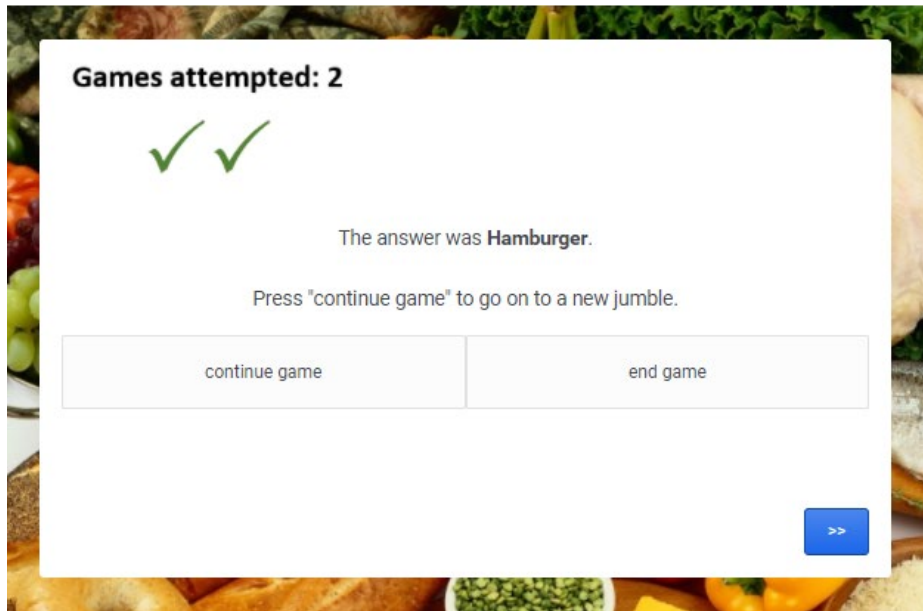
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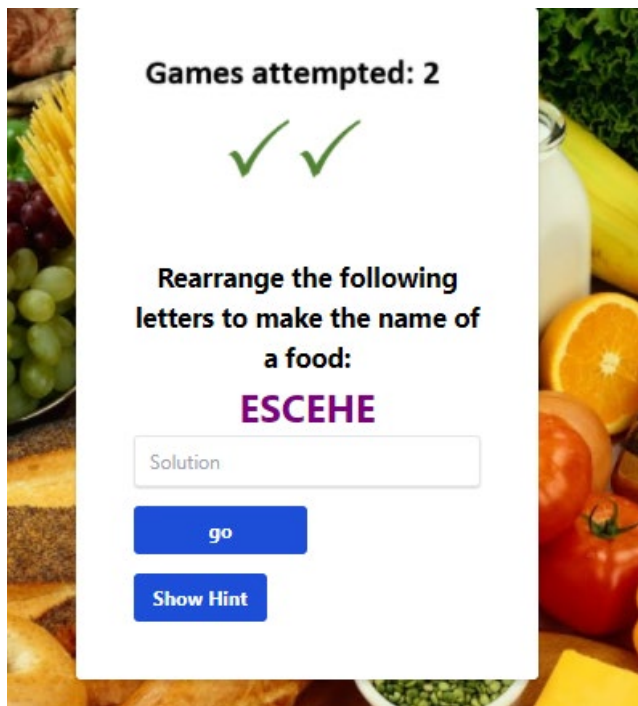
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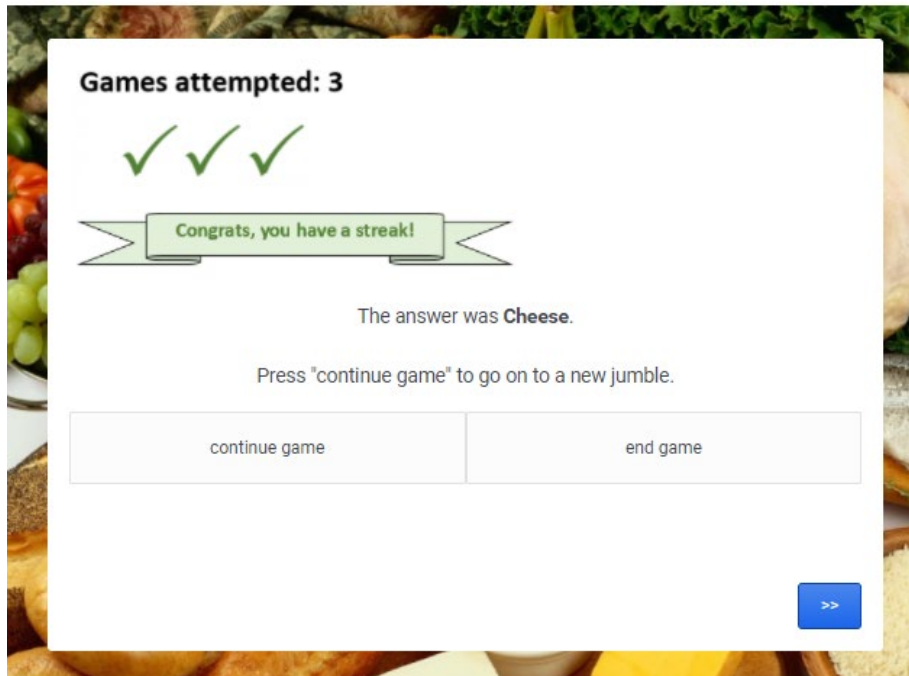
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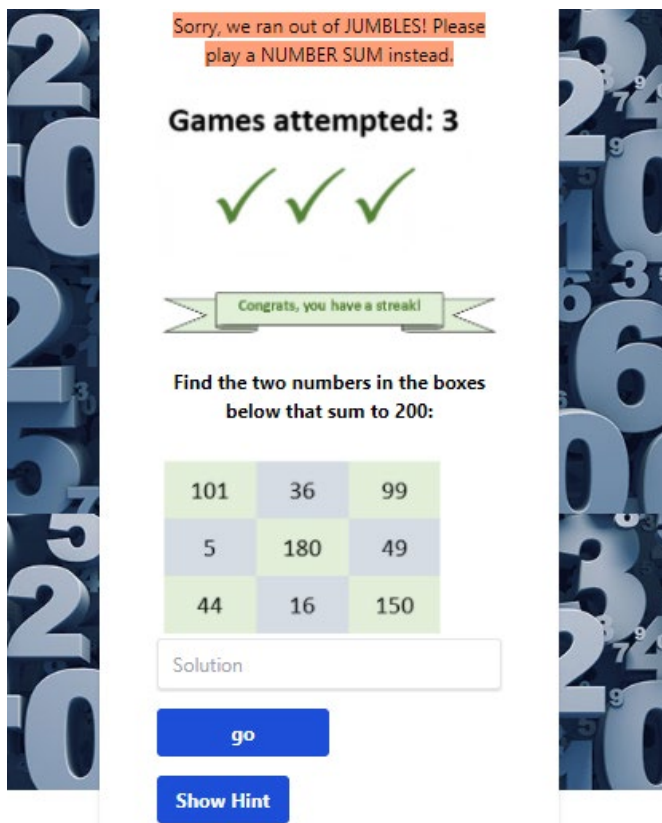


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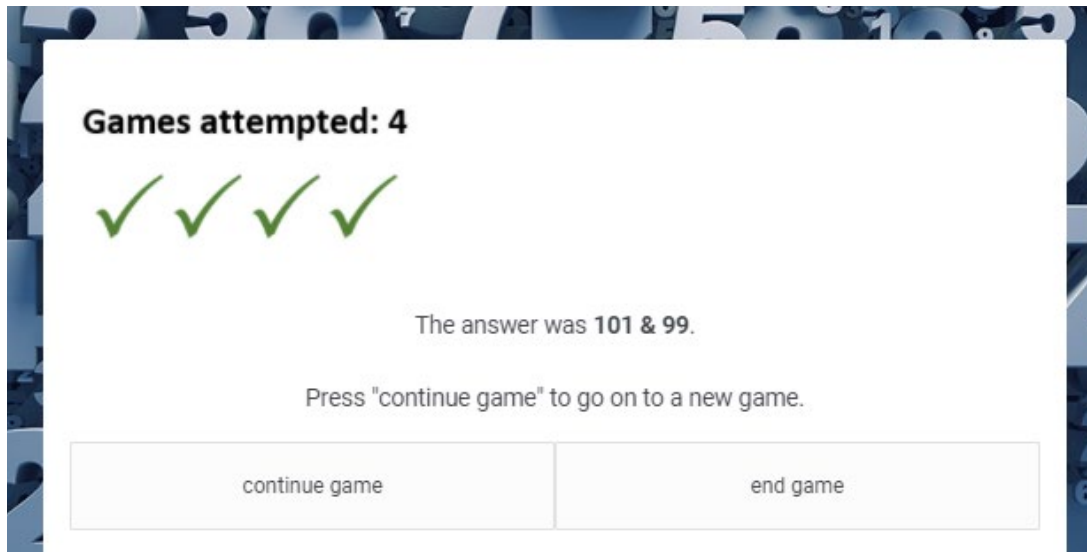


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## Main DV:



In the broken logged streak condition, participants saw the following tracker instead:



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*Display This Question:*

*If "continue game"*

You have completed all available games!

Press the arrow button to continue on to some questions about your experience.

*Display This Question:*

*If "end game"*

You have chosen to stop playing the games.

Press the arrow button to continue on to some questions about your experience.



**Main Questions:**

**Note that the DV is shown above within the stimuli**

*Instructions for measures:*

Please answer the following questions about how you felt right after playing your last game.

*Sense of accomplishment measures:*

How much did you feel motivated to continue playing? [1 Not at all, 11 A great deal]

How much did your past playing behavior push you to continue? [1 Not at all, 11 A great deal]

How much determined were you to play another jumble? [1 Not at all, 11 Extremely]

How much did you feel driven to continue playing? [1 Not at all, 11 Extremely]

How much did you feel compelled to play more games? [1 Not at all, 11 Extremely]

How successful did you feel? [1 Extremely unsuccessful, 11 Extremely successful]

How effective did you feel? [1 Extremely ineffective, 11 Extremely effective]

How much did you feel like you had achieved something? [1 Not at all, 11 A great deal]

How proud did you feel? [1 Not at all, 11 Extremely]

*Negative emotion measures:*

How angry did you feel? [1 Not at all, 11 Extremely]

How upset did you feel? [1 Not at all, 11 Extremely]

How disappointed did you feel? [1 Not at all, 11 Extremely]

How annoyed did you feel? [1 Not at all, 11 Extremely]



***Additional questions:***

After playing the most recent game, why did you choose to [\[stop/continue\]](#) playing? [free response]

How enjoyable were these games? [1 Extremely unenjoyable, 11 Extremely enjoyable]

How much did you like these games? [1 Extremely disliked, 11 Extremely liked]

How much did you feel that you should regulate or constrain yourself from doing too many games? [1 Not at all, 11 A great deal]

How much were you focused on attempting more games? [1 Not at all, 11 A great deal]

While playing, how much were you aware of your streak of attempting the games? [1 Not at all, 11 Extremely]

Do you have any apps with games like this on your phone, tablet, or computer? [Yes/no]

*Display This Question:*

*If Yes*

How often do you use apps to play games like this? [1 Almost never, 7 Every day]

Please list the names of these games/apps below:

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***Demographics:***

What is your gender? [Male (1), Female (2), Other/prefer not to say (3)]

What is your age? [numeric free response]

Please write any comments or feedback regarding this survey below. [free response]