**Participant Information**

My name is Tommy Carter, and I am a student at UEA and the lead researcher on this study. My supervisors for the research are Saber Sami and Michal Mackiewicz.

The purpose of the study is to determine the efficacy of using games to help treat cognition-based illnesses such as dementia and Alzheimer’s.

To determine this, you, the participant, will complete a variety of games, where Eyetracking data and scores will be taken to evaluate how effective the games are at giving insight on cognitive ability. The Eyetracking data will be conglomerated into a heatmap, which will then be used as reference to determine engagement of the participant with the games, while scores will be taken to determine basic cognitive ability as well as determine how useful the game is.

Any and all data or information required or taken in the study will be hosted in a secure database provided by Heroku, a cloud-server hosting application. Only the lead researcher will have access to this data at any time, and any personal information (email etc) will not be distributed or discussed in the research but used, solely, to provide a randomly generated username and password to protect anonymity.

If there are any concerns about the study, research or data collection please do not hesitate to contact either me, or my supervisors on the details listed below.

Tommy Carter: Tommy.Carter@uea.ac.uk

Saber Sami: s.sami@uea.ac.uk

Michal Mackiewicz: m.mackiewicz@uea.ac.uk

**Instructions Regarding Participation**

Before you begin the experiment, please ensure that you have a working webcam, have pop ups enabled in your browser, and have a stable internet connection.

This experiment involves you, the participant, playing a variety of games. All games can be accessed through the website which you have been linked to.

First, please login to the experiment with the randomly selected username and password you have been given. Please keep a copy of this, as for the purposes of participant anonymity, the researchers will not know these usernames. Please let the lead researcher know if you have any issues regarding logging in or receiving a username/password.

**In-Browser Games – Eye tracking Category**

Please get into a comfortable posture and complete the eye tracking calibration as required on the webpage. Once this is done, please play the game 3 times, in a timely manner. After 3 times, please press stop on the eye tracking, and close the window. This is to ensure that the eye tracking has stopped, as otherwise this may affect results. Your score will be automatically logged. Please do this for all games present on the website.

**In-Browser Games – AI**

As with the other games, please play this game a maximum of 3 times. The scores for this game are also automatically recorded, as well as each move that you play.

On the left-hand side, please ensure the slider is set so there is 1 Human input, and 1 AI input (this is the default, and so if you have not touched it, this will be the option). Additionally, please ensure that you complete the necessary eye-tracking calibration.

Once you have completed all 4 games three times, you will have finished the experiment. Please do not play the games further or attempt to use the eye tracking on the website after the experiment has finished, as both may hinder results.