# ­­4 - Results

## 4.1 - Previous Experience

### 4.1.1 - How Often Do You Play Video Games?

Figure 1: Gaming experience of the participants

### 4.1.2 - Do you Play a Musical Instrument?

Figure 2: Musical experience of the participants

### 4.1.3 - Gamer/Musician Relationship

Figure 3: Combined gaming/musical experience.

G/M = gamer and musician, NG/M = non-gamer and musician, G/NM = gamer and non-musician

### 4.1.4 - How Important is Reactive Music?

Figure 4: Participants response to 'how important is reactive music

## 4.2 - Descriptions of the Music

### 4.2.1 - At the Start of the Game

Figure 5: Responses when describing the music at the start of the game

Figure 6: As Figure 5, but split by gaming experience

Figure 7: As Figure 5, but split by musical experience

### 4.2.2 - When the Light Changed to Orange

Figure 8: Responses when describing music when the lights changed to orange

### 4.2.3 - When the Light Changed to Red

Figure 9: Responses when describing music when the lights changed to red

### 4.2.4 - When Being Chased by the Guards

Figure 10: Responses when describing music when being chased by a guard

## 4.3 - Musical Related Events

### 4.3.1 - Distribution of Answers

Figure 11: Percentage of answer which were either correct, incorrect, or unsure

### 4.3.2 - Player Seen by Guards

Figure 12: Does being seen by a guard affect the music?

Figure 13: As Figure 12, but split by gaming experience (Left), and musical experience (Right)

### 4.3.3 - Player Close to a Guard

Figure 14: Does being close to a guard affect the music?

### 4.3.4 - Player Close to a Laser Grid

### 4.3.5 - Player’s Score

### 4.3.6 - Player Seen by Security Camera

### 4.3.7 - Player in a Secret Path

### 4.3.8 - Player’s Speed

### 4.3.9 - Players Number of Lives

### 4.3.10 - Player Used a Teleporter