

Researcher Script:

This study is used to research the effects of external stimuli such as haptic, visual and auditory stimuli on short term memory. Using a simple memory game like Simon says, we can research how the stimuli increase, decrease or keep the same level of short term memory with the game. The participants are asked to attempt the simon says games with no stimuli as a control, then with audio stimuli added with different tones representing the different colored buttons. Haptic stimuli will be tested next with vibration levels for each of the buttons. Lastly the participants are asked to complete simon says one more time with both audio and haptic stimulation. The participants are asked to play the simon says games until failure, the length of pattern before failure is recorded to represent the short term memory of the participant.

There are no risks or benefits to the participant to be expected from performing the research. Participants are volunteers and there is no compensation. The data collected from pattern length will be used, along with the possibility of using demographic information of age, history of controller and simon says comfortability. Names of participants will likely not be used in the report. As a volunteer participant in this research you are allowed to stop participation in the research at any point.

Do you have any questions about the research?

If you have any questions about the research in the future, please contact us at lcadman@rams.colostate.edu ann.rudnick@colostate.edu gavin.will@colostate.edu and binzerlu@colostate.edu