

Information Sheet

Overview

In this study, you will be asked to play a game and then to fill 2 questionnaires about your experience of playing the game. The game is a basic player versus agent capture game. You are not being assessed on your performance in the game but do try to play as best you can! You will be playing the game 3 times and each session will be 30 seconds long. The whole experiment should not take more than 15 minutes

The game

Skulls and Tombstones is a competitive game. You collect skulls and bring them to the tombstones, one by one.

Your avatar is on the right and he turns the tombstone BLUE when you bring a skull to a tombstone, indicating that you have captured it.

Your opponent turns the tombstones RED, but you can turn them back to BLUE by bringing a skull to it.

You win if the number of blue tombstones is higher than the red tombstones when the game ends.



Player controllers

The game is played with the arrows of the keyboard. Only four actions are allowed: ↑, ↓, ← and →.

Questionnaire

After playing, you will be asked to fill out a questionnaire about your playing experience. You are not required to answer all the questions but please do so for the study to be robust.

Questions

If you have any questions about the game or the study please ask them now but once the study has started, please keep your questions until the the end.

Withdrawing

You are free to withdraw from this study at any point without giving a reason ☐. There are no incentives for doing this activity so your participation should be voluntary.

Data

Your ingame score data and the data that you are filling in the questionnaire is being gathered. The data gathered will be visible to the researchers conducting the study. This will be in the form of a spreadsheet but you will not be individually identifiable from the data. The data may be used later for further study or publication. However, you will not be identifiable in any way for either reason.