

# **INFORMED CONSENT DOCUMENT**

## **INFORMATION SHEET & CONSENT FORM**

### **2D GAME DESIGN USING GAMESMAKER**

Hello,

My name is Liam Breytenbach, and I am an undergraduate Mechatronics Engineering student at the University of Cape Town. I am researching 2D game design and would like to invite you to participate in the project.

This project focuses on creating a 2D game that is engaging, complex, and strategic. The goal of my research is to assess whether the game could potentially be launched on a game/app store. The purpose of this questionnaire is to get feedback from individuals who enjoy playing games to test the game, identify problems, and rate the overall experience.

Please understand that your participation is voluntary and the choice to participate is yours alone. If you choose to participate, there are no negative consequences. You are also allowed to withdraw at any time. However, I would be grateful if you would assist me by allowing me to interview you.

The process will take approximately 20 minutes – 5 minutes for the pre-game questionnaire, 10 minutes of gameplay, and 5 minutes for the post-game questionnaire. No travel arrangements are necessary and there are no costs involved.

Each participant will remain anonymous throughout the research. If you would like to be informed about the results, an email can be sent to you after the conclusion of the project.

No personal questions are asked in this survey, so each participant cannot be identified by the public. Thank you for your participation.

This data is only going to be used to improve my game.

#### **Consent:**

Name of participant.....Date .....

Signature.....