

[Machine Learning of Player Modelling]

I would like you to take part in my research study. Before you decide it is important that you understand why the research is being done and how it involves you. Please take your time to read the following carefully. Ask questions if anything you read is not clear or if you would like more information. Take time to decide if you wish to participate or not.

Who am I and what is the study about?

My name's Max Farley. I'm a BSc Computing for Games student. This research is studying the effect of using Machine Learning in games to alter elements of the game and the effect on the variability of the player's experience. This research is for my Dissertation for my Bachelors of Science course.

What does taking part involve?

Taking part in this research involves playing through an arena based shooter game at least twice. While playing, the game will record data about your interactions within the game. This data will only be used by the systems of the game and for the purpose of analysing the variability of your experiences.

Do you have to take part?

No, participation is completely voluntary and you have the right to refuse to participate or withdraw from the research at any time with no consequences.

Confidentiality

The data recorded will be taken completely anonymously, none of the data will have any way of relating it to the individual whom it belongs to. To ensure the data is protected and in no way publicly available, it will be stored securely on the universities cloud storage system. The data recorded will only be used for the purpose of this research. The data will not be given or sold to third parties. You have the right to request any data stored about you.

What will happen to the results of the study?

The results of this research will be presented anonymously. The data will be used to see if the variability of experiences significantly changes with the use of Machine Learning. This data will be securely stored until the end of my studies.

Who should you contact for further information?

Researcher – Max Farley

Computing for Games (BSc)

maxwfarley@live.co.uk

Supervise – Ed Powely

Falmouth University

Edward.powely@falmouth.ac.uk

[Thank you]