**Research Aims and Hypotheses**

The main purpose of this study was to quantify the percentage correct that corresponded to peak enjoyment. This preferred percentage correct could not have been found directly, so it was inferred from participant choices. There were two primary measures of preferred percent correct. The first was a measure of individual preferred percent correct (IPPC), and the second was an aggregate preferred percent correct (APPC) that could be determined for any subset of the sample. These two measures were computed using different methods but were intended to measure the same value. This value in all cases was expected to be in the 80% to 95% range.

**Hypothesis 1:** Participants’ selections for ideal difficulty level on tasks will represent a unimodal, symmetric distribution consistent with the “normal curve”.

**Hypothesis 2:** If participants are willing and able to adjust a task to match the difficulty level reflected above then they will do so.

**Hypothesis 3:** If participants experience the highest level of enjoyment at the task their score would be in the 80%-95% score range.

**Hypothesis 4:** The percentage correct at the preferred level of difficulty would not be dependent upon task type.

**Hypotheses pertaining to demographics.**

***Hypothesis 6.*** There will be no relationship between game-usage and IPPC.

***Hypothesis 11.*** Higher levels of neuroticism will correlate with higher IPPC.

***Hypothesis 13.*** There will be no significant difference between IPPC scores for the verbal, visual, and kinesthetic tasks.