



## **Invitation to participate in a research study about OpenLitterMap**

Dear user,

We are currently conducting a study to explore perceptions of gamification with current users of OpenLitterMap and with a sample of non-users who play video games. Gamification refers to the use of game-design elements (e.g., scoreboards, awards, levels, etc.) in non-game contexts. To make OpenLitterMap as engaging and rewarding as possible for current and potential users, we want to include gamification elements that will enhance the experience. To best inform this process, we are looking to conduct interviews with 10 current users of the app. These interviews will last approximately 45 minutes. If you are interested in participating, please click on the link below. An information sheet is provided with more information about the study and, for those wishing to take part, you will be asked to consent to participate.

Link to participate:

[https://docs.google.com/forms/d/e/1FAIpQLSefJJC8q3uStDwMcQfKYir-aL9wnBJD7B\\_t67fbbD4eJ9PXOA/viewform?usp=sf\\_link](https://docs.google.com/forms/d/e/1FAIpQLSefJJC8q3uStDwMcQfKYir-aL9wnBJD7B_t67fbbD4eJ9PXOA/viewform?usp=sf_link)

If you have any questions about the research, please contact Jennifer Symonds ([jennifer.symonds@ucd.ie](mailto:jennifer.symonds@ucd.ie)).

Thank you for your time.