

# Study Protocol Template

Name of participant:

Name of study conductor:

Date:                      Time:

## Research objective (approx. 25min)

Purpose : To investigate how humans and AI understand and process rules while playing a novel paper-based game.

Hypothesis: Humans and AI process and store game rules differently, which impacts their ability to play and adapt to the game.

## Procedures

Explain briefly the purpose of this study : “The purpose of our research is to understand how players comprehend and apply the rules of a new game. Your participation will help us gain insights into gameplay behavior and decision-making strategies.”

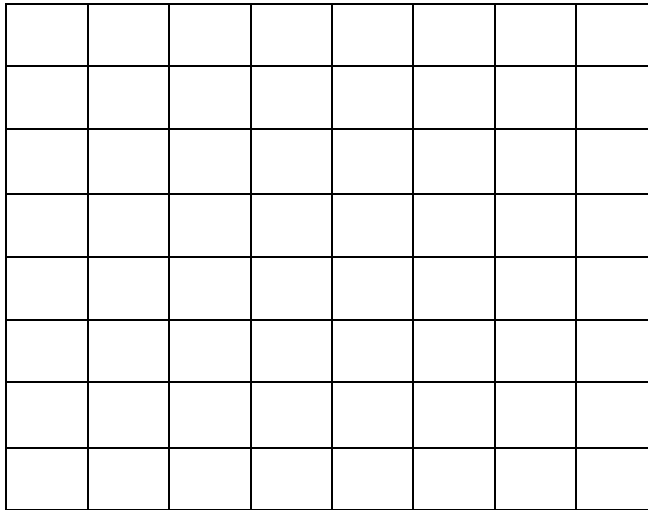
Explanation of game rules ~10min:

Player 1: ●

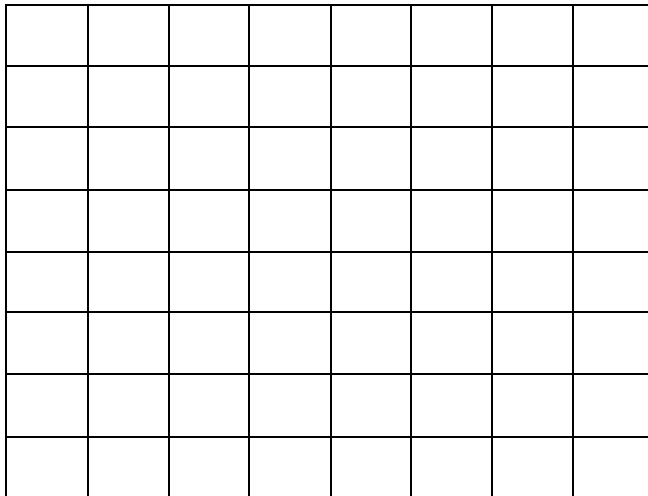
Player 2: ●

- Players will take turns placing our point at an intersection on the grid to create these polygons and earn points :
  - Triangle (equilateral or isosceles): 2 points
  - Square: 2 points
  - Rhombus: 4 points
  - Hexagon (if possible): 6 points
- Players cannot place a point on an already occupied space.
- If a player's point is on the boundary of the other player's polygon before that polygon is fully formed, it results in a penalty of -2 points for the player whose polygon is interrupted.

Practice grid:



Gameplay ~10min:



Debrief ~5min:

How did you find the game? Was it clear the objective of the game?

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Was there any rules you found confusing?

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Did you think of any strategies to win during the gameplay?

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Do you feel the penalties impacted your decision-making?

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