**Recruitment + Pre-study Setup**

**For choosing participants:**

* Reach out to people who we aren’t close with to take part in our study. Could be a classmate we know. The people we choose don’t need to know anything beforehand because we’re studying the natural way any human would work/understand new game

**Setup –prior to an in-person study:**

* Make sure you have the consent form the participants will have to sign.
* Since each study conductor will be interviewing participants on two different games, make sure we have a cheat sheet for the instructions games unless we know it by heart.
* **Print this document** and use it to conduct study.
* Have multiple sheets of blank white paper (printer papers) which will be used to play the game on
* Prepare two pencils and an eraser
* Bring a tripod and setup your phone to use as camera

**Consent Procedure + Introduction to Study (Script)**

* “Thank you for participating in our study. The purpose of our research is to understand how humans comprehend and apply the rules of a new game. Your participation will help us gain insights into gameplay behavior and decision-making strategies. Before we get started, we ask that you fill out a consent form.”
* [Hand them the consent form]
* “Here’s our study breakdown:

First we will be explaining to you the rules and instructions of the game. We will be answering any questions you have so feel free to ask a question if anything seems confusing at any part.

Second, after explaining the game, we will start playing the game on paper. We can play more than one round.

And finally, we will have a short debrief on how the game was and you will be answering simple questions.”

* “We would like to remind you again to feel free to ask questions or speak your mind at any point during the study”
* “And would also like to inform you that the video being recorded will be collected to further advance in our research. You also have the right to withdraw from the study at any time.”
* “You can review the consent form and sign if you wish to continue”

**Step 1: Explanation of game rules and instructions (~5-8 min)**

**G\_P explanation:**

Player 1: O

Player 2: O



* 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.

**G\_M explanation:**

**G\_S explanation:**

**Step 2: Play the game using the blank sheet of paper (~10 min)**

* Make sure you draw the grid or the “playground” inside which you will be playing the game
* Leave space on the side to keep track of points or state of game

**Step 3: Debriefing with post-study questions (~10 min)**

* How did you find the game? Was the objective of the game clear?
* Was there any rules you found confusing?
* Did you think of any strategies to win during the gameplay?
* Do you have any suggestions or comments that could make the game better?