

Description

The aim of this experiment is to collect data for developing a game that uses AI to model player behavior. The data collection will help adapt game elements accordingly to improve the game experience. Gameplay in the finished game will be rebalanced according to player behavior recorded through attributes assigned to each player class.

As the participant, you will be asked to play two levels of the game "Designer vs Bugs". Additionally, you will be asked to answer questions related to your experience after all sessions.

The research team consists of the following students:  
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Data Questions

What is your name?

I understand that I can stop participating in the experiment at any time without specifying the reason why.

Yes

No

I understand that when I decide to stop participating in the experiment, there will not be any consequences.

Yes

No

I understand that my name, the survey results and the test result of the experiment will be seen by all members of the research team.

Yes

No

I understand that I can exercise all aforementioned rights by emailing one of the previously stated student emails.

Yes

No

I understand that this informed consent form will be used as a legal basis for the experiment.

Yes

No

GE

How did the game experience change between sessions?

Significantly  
Worsened

Somewhat  
Worsened

Remained About  
Same

Somewhat  
Improved

Significantly  
Improved

Were the changes to the game mechanics apparent between sessions?

Yes

No