**Participant information regarding the study „Neurodivergent Gaming Experiences in Public Spaces (at the ZKM, Karlsruhe)“**

Dear study participants,

with this project, we want to study which **experiences with barriers you have made in the context of gaming in public spaces (e.g. in exhibitions)**, and how such spaces should be designed to reduce barriers.

**The goal of this study** is the establishment of needs and preferences of neurodivergent people regarding accessibility and the design of public gaming spaces.

**The results** will be used to derive recommendations for the design of public gaming spaces to improve the experiences for neurodivergent people in this context.

It is **assumed that you have visited the zkm\_gameplay exhibition at the ZKM iin Karlsruhe at least once within the last three months** or are visiting it for the purpose of the study before conducting the interview.

If you would like to visit the zkm\_gameplay exhibition at the ZKM in Karlsruhe for the purpose of the study, you will be granted **free admission to the exhibition**. Depending on your preference, the interview can take place immediately after your visit or at a separate appointment.

Your participation will be reimbursed with a 20 € **renumaration**.

The following information should make it easier for you to decide whether you would like to take part in this study. Please read the document carefully before making a decision. It is important that you ask ques-tions if anything is unclear to you.

**Head of Studies**

Forschungsgruppe Mensch-Maschine-Interaktion und Barrierefreiheit  
Institut für Anthropomatik und Robotik (IAR)  
Karlsruher Institut für Technologie (KIT)  
Adenauerring 10  
76131 Karlsruhe

Runa Steinmüller  
E-mail: runa.steinmueller@student.kit.edu  
Phone: +49 721 608 41570

**Study content**

The study involves participation in a semi-structured interview. The interview will deal with your experiences with digital games in the zkm\_gameplay exhibition at the ZKM in Karlsruhe. We will collect some socio-demographic data and informations about your visit(s), and talk about the context of your gaming in the exhibition: regarding the gaming environment, as well as the interactions with both, the games in the exhibition and other people during visiting. In these points, special attention is paid to the well-being and aspects relating to potential barriers.

**Methods**

The semi-structured interview will be digitally recorded using a laptop or recording device. Depending on how the interview is conducted (online / on premise), we will additionally use BigBlueButton (video conferencing software hosted by KIT).

**Tasks and schedule**

We will start the interview with socio-demographic data and then talk about your individual background. Following this, we will discuss various topic areas regarding your visit(s) to the zkm\_gameplay exhibition at the ZKM (see study contents). After, we also have time scheduled for you to ask questions.

Overall, the interview will take about 60 minutes.

**Risk assessment**

Participating in the interview does not put you at any risk. However, we would like to point out that negative experiences may be reflected upon. You can stop the interview at any time, pause it, or skip questions that you do not wish to answer.

**Further information**

If you have any further questions or comments about the study program or if you are still unclear about anything, or if you have any questions or comments after the interview, you can contact the Head of Studies at any time.