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Participant Information for the Study 'Utilizing Common Motivational Strategies in Video Games'

Dear participants,

This study aims to investigate how the integration of common motivational strategies from physical/occupational therapy into video games affects the experiences of players.

To do this, we would like to play four movement-based game prototypes, and share your experiences with us through answering questionnaires after each game round and partaking in a concluding semi-structured interview at the end.

To participate, you should be able to perform the movements required to play the game prototypes: Lifting your arms and slightly bending your knees. It is further necessary that you are able to perceive the audiovisual impressions delivered by the game prototypes. Your participation will take about one hour and will be remunerated with 10 Euro.

The aim of the study is to investigate differences in between the four prototypes regarding the experiences of players.

The results will be used to support the development of games to complement physical/occupational therapy.

The study is solely concerned with your experience while playing the prototypes, for example, whether you felt like you could make choices in the game. In addition, contextualizing demographic information (e.g., age, gender, gaming behaviour) and in-game metrics (e.g., number of wrong inputs) will be collected.

The following information is intended to help you decide whether you would like to participate in this study. Please read the document carefully before making a decision. The primary investigator will discuss this document with you. It is important that you ask questions if anything is unclear.

Primary Investigator

Research Group Human-Machine Interaction and Accessibility

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Study Contents

The study includes playing four movement-based game prototypes. First, you will be asked to fill in a demographic questionnaire (e.g., age, gender, gaming behaviour). After each round of playing, you will then be asked to answer some questions regarding your experience with the game prototype (e.g., whether you felt like you could make choices). Last, you will be asked to answer some classifying questions (e.g., which prototype you liked best overall) in a semi-structured interview.

Methods

The study will be conducted in person in the rooms of the research group at Karlsruhe Institute of Technology. The questionnaires will be filled in on a computer, using SoSci-Survey, a KIT hosted survey software. The concluding interview will be audiorecorded and transcribed solely by employees of KIT. All data will be treated strictly confidential and secure, as explained in the privacy notice.

Tasks and Procedure

The study procedure is as follows:

- Filling in the demographic questionnaire (about 5 Minutes)
- For each of the four prototypes:
 - Playing the prototype (about 5 minutes)
 - Filling in the questionnaire about the game (about 5-10 minutes)
- Concluding interview (about 10-15 minutes)

Overall, participation will take about one hour and will be compensated with 10 euros.

Risk Assessment

Participation in the study poses no special risk to the participants. However, we would like to point out that you will be required to perform the movements needed to control the game (raising your arms, slightly bending your knees). To minimize the associated risk of injury, the study will be conducted in sufficiently large, orderly rooms, so that you will not bump into or stumble over objects.

Further Information

If you have any questions about the study procedure or if anything is unclear, please contact the primary investigator. If you have any questions after your participation, you can also reach out to the primary investigator at any time.