

Online Evaluation Information

Rocket Science! research information and consent

This challenge is developed as a part of Dominik Gotojuch's self-funded research at the School of Computing Science, University of Glasgow, and is supervised by Professor Roderick Murray-Smith and Doctor John Williamson. This challenge will feature a series of trials, each taking place on a custom level. On each of these levels you will be tasked with collecting items in the same way and with the same control scheme as found in the standard gameplay of "60 Seconds!". However, the layout and structure of challenge levels will differ from the standard level design in "60 Seconds!". The aim of this research is to learn how to design better game levels based on data generated by players going through this experimental challenge. This will let us predict player performance for different level layouts and adjust these layouts appropriately.

The only information collected in this challenge is the player's navigation, timing and interaction data. Your anonymity will be preserved at all times. Acquired data will be processed and analysed with a focus on behavioural patterns, performance measuring and establishing player experience profiles.

Trials for this research will be conducted until the project is concluded in 2022. Each trial will be explained to you, using the standard interface of "60 Seconds!" before the actual gameplay begins. You will be rewarded for your participation, upon completion of individual research trials, with in-game digital content. These rewards will only be exclusively available to those who choose to participate in research trials.

Taking part in this research is entirely voluntary and you may withdraw at any time. Withdrawal will be possible from the Other tab in the Settings menu. Please note you have to be 16 or older to participate. For questions or comments please contact the researcher Dominik Gotojuch (***) or the project supervisor Professor Roderick Murray-Smith (***)

I consent to take part in this research

I am 16 or older

Complete a chain of challenge levels. Scavenge as many supplies as possible and get to the shelter in time in each one!