



## Identifying Factors of Player Experience in 3D Platformer Games

You are invited to participate in a research study about factors impacting player experience in 3D platformer games. Participation in the study will consist of 1.5 hours where you will be asked to play the game *Super Mario 3D World* on the Nintendo Switch. After the play session, you will be asked to complete a survey about your play experience, gaming habits and preferences, as well as a few questions about yourself.

### To be eligible, participants must:

**Location:** Living Room Lab at the Games Institute (EC1, Waterloo campus, University of Waterloo)

**Remuneration:** **\$20 CAD** in cash

**Time Commitment:** One session,  
**1 hour 30 minutes**

- Be 18 to 64 years old
- Have normal or corrected-to-normal vision and hearing
- No known issues that would prevent them from using a wireless Nintendo Switch Pro controller
- Play at least one (1) hour of video games per week on console, handheld console, and/or PC
- No prior experience with Super Mario 3D World for the Nintendo WiiU and Switch, and Super Mario 3D Land for the Nintendo 3DS

Interested individuals are invited to complete this brief screening survey on Qualtrics and book a study slot on Calendly!

