

Call For Participants



Investigating player responses
to “story exploration”
videogames

60 min(s) to complete

Prize draw for £50 Amazon
voucher

Interview

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The aim of this research is to investigate how players respond to videogames that have a focus on story and narrative.

The study consists of a 20-25 minute supervised playtest of a videogame, followed by a multiple-choice questionnaire and a conversational interview about the experience. No experience with games is required.

With the results, I hope to contribute to the development of similar games in the future,

Find out more online

Poster printed on 24/04/2024

Study expires on 17/10/2018

More info

by scanning the QR code
or visiting the URL

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