

Call For Participants



Video game advertising and
increasing game excitement

5 min(s) to complete

Sincere Gratitude

Online Questionnaire

Online

Manchester Metropolitan University

This is an investigation of the video game industry and the utility of social media content to increase product awareness and generate 'game hype'. This study will be an online questionnaire and will require anyone who currently owns a video game console in their own homes. Participants will be asked to answer a total of 13 questions about video games and social media. Below is the link to the survey.

Find out more online

Poster printed on 02/05/2024

Study expires on 30/07/2020

More info

by scanning the QR code
or visiting the URL

www.cfp.cc/H0WST3

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