

Call For Participants



Use of Video games to
improve hazard perception
within urban environments

20 min(s) to complete

15

Interview

Online

Brunel University

The nature of my research is to see whether the use of video games could potentially improve hazard perception in an urban environment. This means that all the participants will be invited to playthrough a video game and be asked to give their opinions whilst playing and at the end of the session. They will also be asked to fill in 2 questionnaires.

Potentially offering £15 AN hour

Participants needed (Preferably)
50 - 73 years of age

Find out more online

Poster printed on 19/04/2024

Study expires on 26/03/2020

More info

by scanning the QR code
or visiting the URL

www.cfp.cc/HX56N3

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