

**Plain Language Statement Information Sheet**

**School:** School of Computing, Engineering and Physical Sciences

**Project Title:** Determining the Correlation Between Level Design andNostalgia

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**Programme Title:** BSc (Hons) in: *Computer Games Development*

Dear participant,

You are being invited to take part in my research study – as above. Before you decide it is important for you to understand why the research is being done and what will be involved. Please take time to read the following information carefully and discuss it with others if you wish. Ask us if there is anything that is not clear or if you would like more information. Please take your time in deciding if you wish to take part and thank you for reading this.

**What is the purpose of the study?**

The purpose of this study is to explore how elements of level design in retro games evoke nostalgia among players by researching classic game features and implementing them within a retro game. this study aims to understand the connections between level design and nostalgia.

**Why have I been chosen?**

Your involvement in this study is essential to developing a thorough knowledge of how different players interact with nostalgic game features. So whether you have no gaming experience or adept, you’re a perfect candidate to take part in this study.

**Do I have to take part?**

It is up to you to decide whether or not to take part. If you do decide to take part you will be given this information sheet to keep and be asked to sign a consent form. If you decide to take part you are still free to withdraw at any time and without giving a reason. A decision not to participate will not affect your grades in any way.

**What will happen to me if I take part?**

As a participating subject you will be asked to:

* *Sign a consent form stating that you are a willing participant in this study.*
* *Fill in a short survey about your demographic and gaming experience.*
* *Play our retro game ‘Infrognito’.*
* *Fill in a second quick survey to give feedback on the game.*
* *(Optional) Short interview about your experience in the game*

**Will my taking part in this study be kept confidential?**

All information, which is collected, about you during the course of the research will be kept strictly confidential. You will be identified by an ID number or letter and any information about you will have your name, address and all other identifiable details removed so that you cannot be recognised from it.

**What will happen to the results of the research study?**

A bound copy of the completed Hons Project report may be stored at the University of the West of Scotland library (subject to approval).

**Who is organising the research?**

The School of Engineering and Computing at the University of the West of Scotland is organising this Computing Hons Project.

**Who has reviewed the study?**

The project has been reviewed by the student’s supervisor, moderator, year leader, module coordinator and chair of the School of Engineering and Computing Ethics Committee.

**Contact for Further Information**

For further information please contact:

Computing Hons Project Student: Samuel Livingstone

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Thank you for taking part in this study.