

Study: Measuring effects of input lag in high-speed videogames

Script & Questions

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Opening Script:

Hi _____. Thanks for coming. In this study you will be playing around 25 minutes of a videogame like Space Invaders. You will be moving the mouse left and right, dodging red bullets WHILST shooting at the aliens at the top of the screen. Between each round of gameplay, you will be asked a few questions, and you may rest your hand for as long as you like. The game will get harder as you play, and moving your player ship may become delayed. This study is completely voluntary, and you will be able to withdraw at any time for any reason. If you'd like to see the results of this study, please email michael.long@usask.ca two months after this session. Please read this consent form before we proceed.

Questions asked before playing the game:

- How old are you?
- Gender?
- Occupation?
- Left or right-handed? Ambidextrous?
- What hand do you use a computer mouse with?
- On an average week, how many hours of videogames do you play?
- If they do play videogames...
 - What genres of games do you play?
 - Do you play any games requiring a quick reaction time, such as first-person shooters?
- Have you experienced lag when playing videogames? (Such as online gaming, using a slow computer, etc.)
- In what situations has lag been a problem?
- How do you deal with lag when you play with videogames?

Questions asked after each round of gameplay:

- I felt capable and effective when playing that last round. (Answered on a 5 point Likert scale)
- Playing that last round was fun. (Answered on a 5 point Likert scale)
- How well I did during that last round was completely due to me. (Answered on a 5 point Likert scale)

Questions asked after playing the game:

- Were you looking at the top half of the screen, or the bottom half most of the time?
- Were you focussing more on dodging red bullets, or shooting the invaders?
- Did you have strategies for playing the game in general?
- Did you have any strategies for when the lag when moving your player become too high?