

Participant Information for the Study "Understanding Children's and Parents' Perspectives to Support Disengagement in Game Design for Children - Enhancing the Exit from Gameplay"

Dear Participants,

This study aims to understand and improve how children disengage from gameplay, promoting healthier habits.

The study aims to understand children's experiences and emotional states when exiting a game, assess parental strategies in managing their children's gaming sessions, and analyse how certain game design mechanics influence the cessation of play from the perspectives of both players and parents. This investigation serves to inform more effective and positive disengagement practices in children's digital gaming.

The results of the study are expected to form a theoretical framework, guiding designers and researchers in developing games that encourage healthy play and timely disengagement for children.

Participation in the study will be **remunerated** with a payment of €30.

The following information is provided to help you decide whether you and your child would like to participate in this study. Please read this document carefully before making a decision. The investigator will discuss this document with you, and it is important to ask questions if anything is unclear.

Investigators:

Research Group Human-Computer-Interaction and Accessibility Institute for Anthropomatics und Robotics (IAR) Karlsruhe Institute of Technology Adenauerring 10 76131 Karlsruhe

Meshaeil Alsheail

Email: meshaiel.alsheail@kit.edu Phone: +49 721 608-41568

Prof. Dr. Kathrin Gerling Email: kathrin.gerling@kit.edu Phone: +49 721 608 46313

Dr. Dmitry Alexandrovsky

Email: dmitry.alexandrovsky@kit.edu

Phone: +49 721 608 41571

Study Contents

- Demographic information
- Gaming preferences
- General play preferences
- Positive and negative Moments in during play
- Scenarios as well as positive and negative experiences with exciting play sessions

Methods

The study will be conducted as a semi-structured interview. The conversation will be digitally audiorecorded using a laptop or a dictation device. Depending on the participation mode (online / in person), BigBlueButton (a video conferencing system hosted at KIT) may be used as a communication platform.

Tasks and Procedure

The research will begin with collecting demographic data and understanding the child's gaming habits. Following this, we will discuss various themes (referenced in the Study Contents). Questions will primarily be directed at the children, and the interview is expected to last 30 to 45 minutes.

Risk Assessment

Participation in the interview poses no risk to participants.

Additional Information

If you have any further questions about the study's process or if anything remains unclear, please contact the principal investigator (Meshaeil Alsheail). If you have questions after the study session, you can reach out to the investigator(s) at any time.