

Participant information sheet

This research project investigates the use of Sound Design as a means of aiding those with low vision or blindness to navigate virtual spaces in 3-dimensional role-playing games. Through experimentation and feedback, the researcher intends to create a set of guidelines which can be applied to similar games in the future, giving visually impaired gamers a greater selection of games which they will be able to play. If successful, this may lead to creating common practices for Sound Designers and Game Developers to work with in regard to how they implement audio in their projects.

Steven McSeveney is a Master's Student at Edinburgh Napier University who is investigating Sound Design for video games. Due to his keen interest in accessibility in games and the potential for them to provide meaningful and fulfilling experiences, he is looking for ways to aid more people in experiencing the wonderful storytelling medium that video games can be. You are welcome to contact him at any time if you wish to discuss more about this topic. Contact details are at the end of this document.

Your participation in this study is completely voluntary. If you wish to stop participating, you may withdraw at any time. The experiment should take approximately twenty minutes, during which time your responses will be recorded on a secure form to ensure accurate data collection.

Participants will be asked to wear headphones and to move a cursor on a computer screen to where they believe certain sounds are coming from, and answer questions about the experience. To protect participants' hearing, headphones will be calibrated to safe Sound Pressure Levels (SPL), well within the thresholds set out by The Control of Noise at Work Regulations 2005. Responses will be used to determine the effectiveness of the sound design of the project and draw appropriate conclusions.

All data will be securely kept only until the completion of the project. Responses will be anonymised and shall be securely destroyed upon completion of the project. This is expected to be in December 2020. The results of this study will not be published externally but will be submitted as an MSc dissertation.

If you require any further information, or would like to ask any questions regarding the study, please find the relevant contact information below.

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