Seeking Volunteers for Research Study

“Music and Immersion in the Pastoral and Anti-Pastoral Landscapes of Selected Single-Player Role-Playing Video Games (RPGs)”

Conducted as part of a PhD dissertation in Musicology at the University of British Columbia, this study aims to learn more about how music interacts with pastoral (e.g. fields) and anti-pastoral (e.g. caves) video game landscapes to make players feel like they are actually “in” virtual worlds while they play RPGs.

Participants must be undergraduate students at the University of Waterloo.

Participants will be exposed to music and/or landscapes from four video games – *Final Fantasy X, XII, XIII, and XV* – and, after each example, fill out a short questionnaire on how well a series of adjectives describe the landscape and/or music they have experienced and describe how the music and/or landscape made them feel.

**Time commitment: two (2) hours**, spread over two one-hour sessions
$10 Starbucks gift card offered as remuneration for participation

**Do you want to learn more about the study?**
**Are you interested in participating?**

Please contact Marina Gallagher (PhD student, Musicology), at *marina.gallagher@alumni.ubc.ca*

~No prior musical or video game experience required~

This study has been reviewed by, and received ethics clearance through a University of Waterloo Research Ethics Committee.