

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 UBC, this study aims to learn more about how music interacts with different types of video game landscapes to make players feel like they are actually “in” virtual worlds while they play RPGs. It explores player responses to music in pastoral landscapes such as forests and fields, as well as anti-pastoral landscapes such as tombs and caves.

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.

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~