

FSD3659 BRITTLÄISET PELIMUSIIKKIMUISTOT -KIRJOITUSAINEISTO 2021

FSD3659 BRITISH MEMORIES OF GAME MUSIC 2021

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Collection of British Game Music Memories

In this study we are investigating meaningful memories of game music.

You will be asked to write a story about a game music memory that is personally important to you. In addition, we will ask a few background information questions.

Thank you!

Consent to participate in the study

This survey is a part of a research project coordinated by University of Jyväskylä, Finland. All the collected information will be processed in accordance with the European GDPR regulation (EU 2016/679) and the Finnish data protection act (1050/2018). For additional information, please see the [Privacy Notice](#) of the study.

Your responses in this study will be recorded only after you have pressed the 'Submit' button at the end of the form. You are free to discontinue answering the form at any time. Unsent responses will not be saved and/or processed. Your privacy, then, is guaranteed.

Consent to participate in the study. If you consent, tick the box:

What is your unique Prolific ID (The ID consists of 24 alphanumeric characters)? *

My memorable game music experience: *

Consent to allow archiving of text at the Finnish Social Science Data Archive

With your permission, your writing will be offered for permanent archiving at the [Finnish Social Science Data Archive \(FSD\)](#). The Archive may hand over the data for reuse in research, study and teaching. Personal information will be handled in accordance with the [Finnish Data Protection Act](#). If necessary, the Archive may modify the writings in order to meet data protection and other legal requirements. All personal information will be removed from the data.

Instructions for writing your game music memory

Do you have memories related to game music that you feel are important to you – or even loved? We want to hear your story about just such memorable game music experiences.

A memorable game music experience can be something you easily recognise in either your past or recent memories. It can refer to a single particular experience, or to a broader group of memories that highlights something important in your relationship with game music. The importance you feel for a memory can be either positive or negative in nature.

Memorable game music experiences are not limited to computer or console-based gaming. You are free to think about different places and situations where you have encountered music or sounds that belong to a game. Moreover, your game music memory can also refer to gameplay performed by other people, for example, your friends or family members. Or it can even refer to situations outside gameplay, such as game music concerts.

You are free to choose the style and length of your story. However, try to describe your memory and its personal importance to you in as much detail as possible. Take your time before starting to write and allow the memory and the music to be the focus of your thoughts.

You may consider, for example, the following questions in your writing:

- What kind of game music is in your memory? What makes it important to you?
- What kind of feelings, emotions and thoughts relate to your memory?
- Does the memory incorporate persons or events important to you?
- Does the memory incorporate a particular place and time?
- Is the memory associated with a gaming device?
- In what ways are the sounds of music involved in the memory?
- In what ways are gameplay activities involved in the memory?
- Who are taking part in the gameplay activities (yourself and/or a friend, spouse or a family member, etc.)?
- What is your relationship with the particular game, or the type of game?
- Do you cherish the memory in some way? Do you fondly reminisce or listen to the game music in particular? Do you feel you are attached to the game music?

Note: Do not use real names when writing about yourself or other individuals. Excerpts from your writing may be published in research and any background information you provide may be published in connection with them.

Tick the appropriate box: *

I consent to the archiving of my text in the Finnish Social Science Data Archive for reuse in research, study and teaching.

I do not consent to the archiving of my text in the Finnish Social Science Data Archive.

What is your gender? *

Female

Male

Other

Do not want to tell

What is your age? *

Which one of the following statements best represents you? *

I am an active gamer

I've been an active gamer at an earlier stage of life

I don't consider myself an active gamer

Background questions

As a daily average, how much do you listen to music of your choice? *

Less than 15 min

15-30 min

30-60 min

1-2 hours

2-4 hours

More than 4 hours

As a daily average, how much do you play different games? *

Less than 15 min

15-30 min

30-60 min

1-2 hours

2-4 hours

More than 4 hours