



This is a repository copy of *The Role of Auditory Features Within Slot-Themed Social Casino Games and Online Slot Machine Games*.

White Rose Research Online URL for this paper:
<http://eprints.whiterose.ac.uk/95758/>

Version: Supplemental Material

Article:

Bramley, S. and Gainsbury, S.M. (2015) The Role of Auditory Features Within Slot-Themed Social Casino Games and Online Slot Machine Games. *Journal of Gambling Studies*, 31 (4). pp. 1735-1751. ISSN 1050-5350

<https://doi.org/10.1007/s10899-014-9506-x>

Reuse

Unless indicated otherwise, fulltext items are protected by copyright with all rights reserved. The copyright exception in section 29 of the Copyright, Designs and Patents Act 1988 allows the making of a single copy solely for the purpose of non-commercial research or private study within the limits of fair dealing. The publisher or other rights-holder may allow further reproduction and re-use of this version - refer to the White Rose Research Online record for this item. Where records identify the publisher as the copyright holder, users can verify any specific terms of use on the publisher's website.

Takedown

If you consider content in White Rose Research Online to be in breach of UK law, please notify us by emailing eprints@whiterose.ac.uk including the URL of the record and the reason for the withdrawal request.



eprints@whiterose.ac.uk
<https://eprints.whiterose.ac.uk/>

Table 1: Summary of the audio utilised within the slot-themed social casino game and the online slot machine game by stage of game play

Stage of game play	Slot-themed Social Casino Game	Online Slot Machine
Pre-play	<ul style="list-style-type: none"> - “Hit it Rich!” vocalised once the application had loaded. - Unique instrumental background music (tempo = 123bpm) heard with sound effects in the lobby area. - Sound effects accompanied player actions including browsing the “friend zone” and hovering over in-application options. - Sound effects based on the sound of coins heard when viewing information relating to purchasing coins and players’ “High Roller Status”. - Duration of sound effects varied according to “High Roller Status” points total – longer for more points and vice versa. - Unique instrumental background music and sound effects heard in the “High Limit Room” (jazz genre, tempo = 115bpm) and “Tournaments” (rock genre, tempo = 115bpm). - Name of the “Tournaments” area vocalised upon opening. - Motif (short musical phrase) in the style of a rock genre played to confirm player’s choice of slot-themed social casino game. 	- No audio present.
Within session	<ul style="list-style-type: none"> - Instrumental background music heard after the game had loaded, composed in triple (Waltz) time, tempo =160bpm. - Sound effects accompanied player actions including hovering and clicking onto in-game options. - Sound effects higher in pitch (degree of highness or lowness) heard when increasing stake and vice versa - Instrumental background music developed when the “spin” button was pressed. 	<ul style="list-style-type: none"> - Instrumental background music heard after the game had loaded and played throughout, composed in common time (walking or marching beat), film music genre, tempo = 80bpm. - Sound effects based on the game’s theme were heard intermittently. - Audio did not accompany players hovering over the in-game features. - Sound effects accompanied clicking onto “view pays”, “increase” “decrease” credits, “coins”, “bet max”, “spin”, “option”, “bank”, “stats” and “regular” buttons.

- Sound effects accompanied reels spinning and when reels came to a halt.
- Sound effects accompanied reels spinning and when reels came to a halt.
- Sound effects accompanied bonus symbols, if more than one bonus symbol appeared specific sound effects were heard incorporating speech, the audio was higher in pitch and volume.
- Sound effects accompanied bonus symbols, if more than one bonus symbol appeared specific sound effects were heard together with a visual informatics to inform players that three or more bonus symbols were needed to activate the bonus feature.
- No audio heard when waiting for the player to press “spin”.

Bonus features

- Sound effects such as cheers and whistles heard upon accessing the bonus features.
- Novel background music played to announce to players they had reached the bonus features (tempo = 108bpm) featured percussion instruments.
- Speech, music and sound effects used to announce wins.
- Sound effects accompanied players actions including hovering over the bonus options.
- Unique background music accompanied game play, same tempo to background music heard during within session stage of game play .
- Sound effects heard to confirm the player’s choice of bonus feature.
- Novel music and sound effects heard when players experienced “big wins”.
- Unique background music accompanied game play, rock genre, variation of the background music used in the Within Session stage of game play (tempo = 72bpm).
- Sound effects heard during Pre-play were played at the end of the bonus features when players were given the opportunity to engage in social interaction.
- Sound effects based on those heard during the Achievement stage of game play were played to announce wins.
- Audio ceased when the Bonus Features had concluded.
- The removal of winning symbols was accompanied by a sound effect.
- The background music that accompanied within session stage of game play was heard again to signal the end of the Bonus Features.

Achievement

- Wins signified by sound effects based on the sound of coins or the combination of music and speech.
- Music and sound effects signified wins.
- Duration of sound effects increased or decreased depending on the size of wins.
- Musical motifs (short musical phrases) were heard during “big wins” and “five of a kind”.
- Wins and LDWs were not differentiated by the use of specific audio.
- Wins and LDWs were not differentiated by the use of specific audio.
- Losses were not signified by a either a change in audio or the removal of any
- Losses were not signified by a either a change in audio or the removal of any

audio.