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

- 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”.

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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.

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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.
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- Losses were not signified by a either a change in audio or the removal of any
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audio.