**PARTICIPANTS REQUIRED FOR A PSYCHOLOGY STUDY –**

**Teenagers’ use of game streaming platforms**



**What is the purpose of the study?**

We are exploring teenagers’ use of game streaming platforms and the way foods and beverages are marketed to them via these platforms.

**We would like you to answer a short questionnaire about:**

* your use of game streaming platforms(s)
* food and drink adverts you see when watching game streams
* what you think of the adverts
* your videogaming habits
* what food and drink you like
* your height and weight

**To take part, you need to:**

* Be 13-18 years of age
* Use game streaming platform(s) on a regular basis (i.e. at least once per month)
* Live in the UK
* Have no special dietary requirements (e.g. vegetarian, vegan), food allergies or intolerances

*If you are aged 13-15 years, a parent/guardian will have to give permission for you to take part*

**Prize draw:**

After you have completed a follow-up questionnaire, you (or a parent/guardian on your behalf) can choose to be entered into a prize draw for an Amazon voucher (first prize of £100, second prize of £50, two third prizes of £25).

*If you would like to take part, please scan the QR code or follow this link:* [*https://livpsych.eu.qualtrics.com/jfe/form/SV\_9S6KGg3RuCy6DWt*](https://livpsych.eu.qualtrics.com/jfe/form/SV_9S6KGg3RuCy6DWt)

*If you would like any further information, please email the Student Researcher (Rebecca Evans)* *r.k.evans@liverpool.ac.uk*