



Overview

Gamers on Demand Operational Support

What is Gamers on Demand?

Gamers on Demand is a recruiting service enabling clients to leverage Interpret's industry leading gamer panel – Good Gamer Group – for market research studies that do not require full-service support.

Gain direct access to articulate, fully-vetted, fully-verified, NDA-compliant participants that match their target criteria.





Access to Interpret's proprietary gaming panel: Good Gamer Group



70,000 verified and vetted gamers





In-person or virtual



Serving the United States, Canada, and the United Kingdom



GAMERS ON DEMAND - SERVICE FEATURES

Inclusive Offerings



Screener Programming

We manage all screener programming internally



Participant Reminders

We manage all reminder communications and ensure participants receive timely instructions



Recruiting Grids & Approval

We send you detailed recruiting updates for your review and approval



Segmentation Support

Effortlessly integrate your segmentation typing tool with any screener



Incentive & Tax Liabilities

We handle all incentive payments and participant tax liability notifications



Legal Adherence

We ensure all study designs meet each state's employment guidelines





Catered Service

We provide a tailored service to meet your specific needs



Moderators Available

We provide access to a pre-vetted list of expert gaming moderators



Facility Support

We can recruit to your lab or ours. We have two full-scale focus group and playtesting facilities



Virtual Testing

We can supply the technology setup for virtual testing



Large Scale Testing

We can support up to 100 participants per day



Volume Deals

Annual agreements receive additional discounting



GAMERS ON DEMAND – SERVICE FEATURES

Trust and Transparency



Your NDA, Ours, or Both

All GGG members are under Interpret's NDA and sign client-side NDAs on a per project basis



On-Site Rescreening

An Interpret GGG Recruiting Manager will be onsite to re-screen and confirm participants



Full Participant Customer Service

We will handle any follow-ups, questions, and inquiries from participants



Whatever the study type....

In-Person or Virtual Focus Groups

Playtests UX/UI Testing

In-Depth Interviews Longitudinal Studies

In-Home Interviews Large Scale Alpha / or Ethnography Beta Tests

We provide the best participants for you needs.



GAMERS ON DEMAND - PANEL FEATURES

Gamers on Demand uses Interpret's extensive panel of gamers, Good Gamer Group

Market Representative

to



Casual



Good Gamer Group is secure and reliable



Depending on client's security needs, we can use **GGG Verified+ Members** who...

- (As with all members) have provided security measures to verify their qualification and identity
- ...and have previously participated in a study and are rated a member in good standing



NO Liars NO Fraud

Ability to track member's online service accounts to prove category engagement (i.e., PSN, Xbox, Steam, Epic etc.)

AND

Screenshot verifications used for untracked gaming devices

Ample Rescreening

All GGG members go through a 4-step screening process before admission into a study

Interpret Recruiters are gaming experts who spot fraudulent responses via screeners, phone calls, and onsite interaction

Large Community of over

70,000

gamers across 29 major cities in the USA, Canada, and the UK



No fakers...

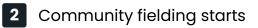
Real gamers with real voices.



GAMERS ON DEMAND - DEPLOYING OUR SERVICES







- Candidates are identified based on set criteria
- Interpret re-screens for criteria verification (including knowledge tests)



Post Group Management

- Interpret distributes incentives within one business day of completing the research
- 2 Interpret reconciles recruit vs. actual show rates



- 1 Assess feasibility and pricing
- Team and roles assigned and communicated
- Client provides a screener or criteria to create a screener



Day Before and of Groups

- Interpret confirms participant attendance the day prior and day of
- Interpret's GGG community manager arrives early for check-ins, NDA collection, back-up recruit dismissal, and other logistical tasks to alleviate burden on client





GAMERS ON DEMAND – KEY FACTS



*Projected based on totals through June 2023

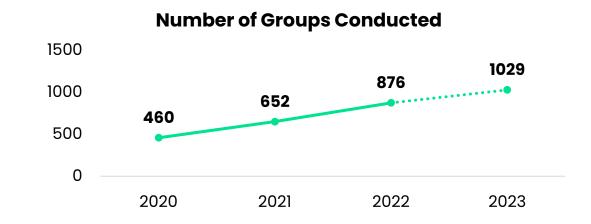




If they exist, we have them or will find them We track 150+ existing profile questions to enhance targeting!

Working with over 20 Gaming publishers and developers

The popularity of Good Gamer Group can be measured by its usage





-18 NPS Score

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The average NPS score among other panels*



*GGG member survey among members of multiple panels. Less than 5% of GGG members indicate they are on other qualitative or quantitative survey panels. June 2023

7

The highest of any qualitative panel!

PANEL COMPOSITION

Age Distribution Gender 13 - 17 65% 18 - 24 30% 25 -34 33% 16% 35 - 44 45+ Parents W/ 17% Kids Under 12

Gaming Engagement





72%

Genre Engagement

| (PC/Console) | | (Mobile) | | |
|--------------|--------|------------|--------|------------|
| | Core | 78% | Core | 39% |
| | Casual | 40% | Casual | 73% |
| | Sports | 18% | Sports | 12% |
| | Other | 3% | Other | 9% |

Other Properties Tracked

| Property | Percent |
|------------------------------|---------|
| F2P Spender | 68% |
| Whales - \$5,000+ Spend | 3% |
| eSports Engager or Viewer | 27% |
| Owns Cryptocurrency | 19% |
| Games 20+ Hours / Week | 32% |
| VR/AR Headsets | 9% |
| Streams Gameplay | 14% |
| Self Identifies as a "Gamer" | 58% |
| Part of a Clan/Community | 16% |



We track 150+ existing profile questions to enhance targeting!

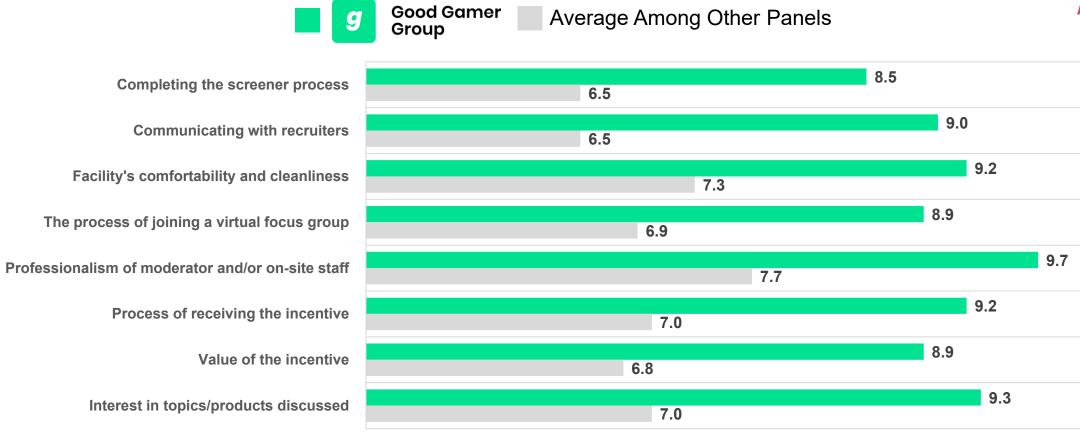




GAMERS ON DEMAND – KEY FACTS

Structure, Satisfaction, Superiority: The Perfect Blend for Meaningful Insights









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GAMERS ON DEMAND – TIMING AND TESTIMONIALS



Hear from our members!





as little as 2 weeks!





ngs all new GGG members when they join?

vould tell any new members definitely going to feel even if you feel like you'd be at's like one of the few u really are in your element, ou're a gamer."

V. member since 2022



What was your 1st impression of GGG & how has that feeling since changed?

"I was a little surprised when I first heard about it. It seemed really good...too good to be true. So, I investigated it online and heard some good reviews from people. I completed a survey, heard back from one of the GGG employees, had a great discussion on the phone, and got involved. It's been really great, and I've really enjoyed the opportunities."

Braden H, member since 2021



What are 3 benefits you've experienced as a result of joining GGG?

"One benefit is traveling to cool places and trying out new games. That's always exciting, things that haven't come out yet. Another benefit is you get to meet really cool people, people with the same opinions as you, differing opinions. And the other one is getting paid to kind of play games and give your opinions and thoughts and contribute to the industry."

Chris P, member since 2022



How would you describe the process after completing a

"Straightforward and quick, W hours, no less than a day. You it is that they promised for a s think I've had any problems w support helped me with it."

Jada B, member since 2022





Contact us!

John Hoyle Recruiting Manager

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