



Overview

Gamers on Demand

2025



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





Interpret's proprietary gaming panel: Good Gamer Group



Over

80,000 verified and vetted gamers





In-person or virtual



Serving the United States, Canada, Brasil, Australia, 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



Service Flexibility



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 extensive dedicated lab facilities in Los Angeles and Dallas



Virtual Testing

We can supply the technology setup for virtual testing



Large Scale Testing

We can support up to 80 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 your needs



GAMERS ON DEMAND - PANEL FEATURES

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

Market Representative



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

We use our CRM to track member's survey responses over time and target them for future studies based on their interests and experience

AND

use screenshot verifications or gamer tags to confirm their reported behaviors before including them in our research



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

80,000

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



No fakers...

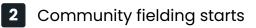
Real gamers with real voices

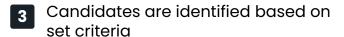


GAMERS ON DEMAND - DEPLOYING OUR SERVICES









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



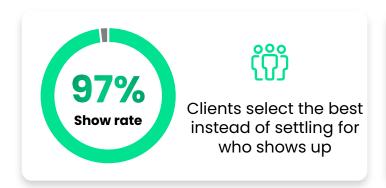
Day Before and of Groups

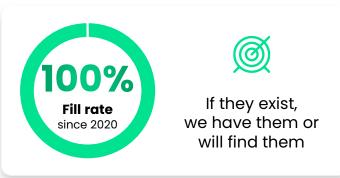
- Interpret confirms participant attendance the day prior and day of
- Interpret's GGG community manager arrives early for check-ins, NDA collection, back-up recruit dismissal, and other logistical tasks to alleviate burden on client





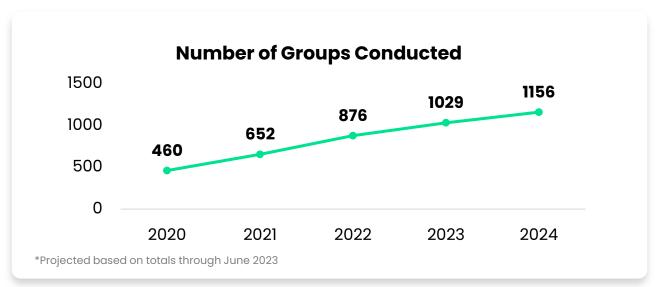
GAMERS ON DEMAND - KEY FACTS

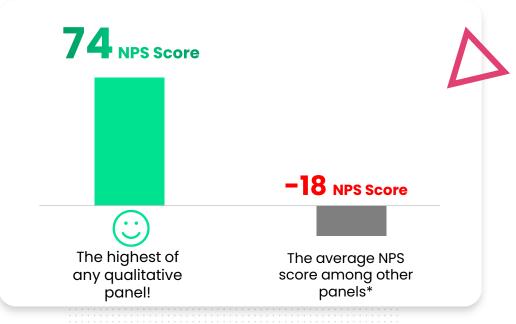






The popularity of Good Gamer Group can be measured by its usage

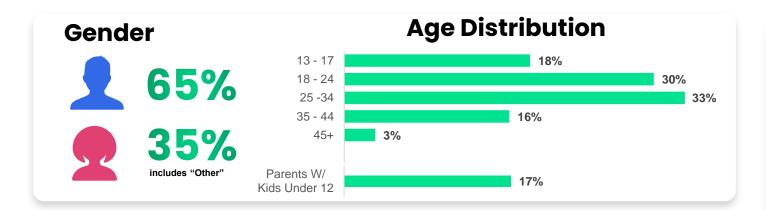








PANEL COMPOSITION



Gaming Engagement







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%

150+ *₺*

We track 150+ existing profile questions to enhance targeting!





GAMERS ON DEMAND – KEY FACTS

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





GAMERS ON DEMAND – TIMING AND TESTIMONIALS

Hear from our members!





as little as 2 weeks!



Good Gamer

when they join?

vould tell any new members definitely going to feel even if you feel like you'd be iat'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!

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