

## **APPENDIX 2 – Description of smart±step games**

1. Stepmania: a dance game that requires players to step/tap on floating arrows with precise timing (as they reach a target) or avoid stepping/tapping on arrows when shown in red. Participants are encouraged to beat their high score by progressing through the 5 difficulty levels, from “Easy” to “Expert”.
2. Brick Stacker: a tile puzzle game in which geometric shapes fall down the playing field and players are required to manipulate them by moving the pieces sideways and rotating them by stepping/tapping on the arrows to stack into complete rows. Participants are encouraged to beat their high score by progressing through the 5 difficulty levels, from “Easy” to “Expert”. Game speed increases with time in a given game, thereby increasing the level of difficulty within each game.
3. La Cucaracha: requires players to step/tap on cockroaches and coins and avoid stepping on cacti and tumbleweed as they appear on the screen moving in both horizontal and vertical directions at various speeds. Participants are encouraged to beat their high score by progressing through the 5 difficulty levels, from “Easy” to “Expert”.
4. Greek Village: An endless 3D walking game in which players move an avatar through a virtual street scene while avoiding obstacles and collecting coins by stepping/tapping on the left, right and forward arrows. Game speed increases with time within each game, thereby increasing game difficulty.
5. Alien Invasion: requires players to step/tap on the left, right and forward arrows to move their spaceship horizontally and fire at aliens moving across the screen, while avoiding

enemy fire by. Participants are encouraged to beat their high score by progressing through the 5 difficulty levels, from “Easy” to “Expert”.

6. Anaconda: requires players to control a snake by making quick and accurate steps/taps on the arrows to collect mushrooms and avoid running into the boundary wall or its own tail. Participants are encouraged to beat their high score by progressing through the 5 difficulty levels, from “Easy” to “Expert”.

7. Toad Runner: requires players to safely navigate the toad across busy roads and rivers by making quick and appropriate steps/taps on the arrows to move the toad left, right, forward and backward, avoiding cars, obstacles and drowning by jumping on logs and lily pads. Participants are encouraged to beat their high score by progressing through the 5 difficulty levels, from “Easy” to “Expert”.

8. Dot Muncher: requires players to navigate a circular character around a maze to eat the dots and avoid the ghosts. Participants are encouraged to beat their high score by progressing through the 5 difficulty levels, from “Easy” to “Expert”.