Can playing a video game affect how you move during Skiing Ergometry exercise?

- Healthy, physically active participants
- 18-35 years of age
- One testing session, 2 hour time commitment
- You will be required to complete:
  - Health History and Demographics questionnaire
  - Video-game based spine exercise
  - Moderate-intensity Skierg exercise
- $5 will be donated to United Way- Guelph Wellington Dufferin for every participant who attempts the study (even if they do not make it through all procedures!).

The researchers wish to be inclusive in their recruitment process. This project requires:

- Interaction one on one with a male technician/researcher
- Being comfortable shirtless or in a sports bra and wearing tight-fitting clothing
- Being comfortable having medical sensors affixed to the skin

If for any reason you feel uncomfortable taking part, please contact Devon Frayne to discuss possible modifications to the procedure to address your concerns

This project has been reviewed by the Research Ethics Board for compliance with federal guidelines for research involving human participants (REB# 21-09-002).