**Gaming the game: Game-Based Assessment and self presentation bias.**

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Self-presentation is a serious issue in psychological assessment, and much effort goes into preventing and/or counterbalancing its effect on test scores. But what happens when the test format does not require a deliberate action? Can players game GBAs? With one experimental study and two non-experimental studies suggesting the same answer, this paper will demonstrate GBAs resilience against self-presentation by comparing candidates and testing populations, iOS and Android users, and the performance of people who were instructed to play differently from how they would have