| **RISK ASSESSMENT** | | | **Severity** multiplied by **Likelihood** equals **Risk Rate**.  NB: Calculated after taking in to account existing precautions | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| School/Service: **Digital, Technology, Innovation and Business** | | Severity | Insignifi-cant (1) | Minor (2) | Moder-ate (3) | Serious (4) | Fatal / Critical (5) |
| Likelihood |
| Task/Activity/Area: **BEYOND BUTTONS : RETHINKING CONTROL** | | Almost Certain (5) | **5** | **10** | **15** | **20** | **25** |
| Likely (4) | **4** | **8** | **12** | **16** | **20** |
| Assessed By: **Alex Wood - 22013321** | Signature: **AWOOD** | Possible (3) | **3** | **6** | **9** | **12** | **15** |
| Dept Manager: Chris Headland | Signature: | Unlikely (2) | **2** | **4** | **6** | **8** | **10** |
| Date of Assessment: 17/10/24 | Review Date: | Rare (1) | **1** | **2** | **3** | **4** | **5** |

|  | **Hazard** | **Harm/Injury** | **Persons at Risk** | **Measures/Comments** | **Severity 1-5** | **Likelihood 1-5** | **Risk Rate** | **Result** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | Cables/Wires/ Room Clutter | In each of the rooms there is some cables which are scattered across, while these are mostly tied to walls they can sometimes come loose on the floor and be exposed. This is a big tripping hazard which can lead to minor injuries such as bruising |  | To ensure that I am safe while walking in the computer rooms, I will be sure to stay aware of where I am walking and know the layout of the room beforehand. I will also take the initiative to fix any cable organisation issues I do see to make the workspace safer. | **2** | **2** | **4** | A |
| 2 | Exposed Plugs | On each of the tables there Is a set of plugs and there are wires coming from each of the peripherals (keyboard, mouse, drawing tablet). The wiring in the cables could be exposed or the plugs could be faulty which could lead to an electrical shock. |  | Not only will I check the peripherals for any cable faults before I turn the computer on and give them electricity, I will also make sure to turn the table plugs off whenever I am not using them to ensure my safety. | **3** | **1** | **3** | A |
| 3 | Working with large computers | In most of the computer rooms built for game development, the computer boxes are quite large with heavy, expensive equipment. If this were to fall off the cage which keeps it up then it could fall on my foot and damage it. |  | I make sure not to touch the computers too hard and not sit too close to them, this ensures that even if the cage just suddenly breaks and the computer falls then I won’t be close enough for it to hit me. | **1** | **3** | **3** | A |
| 4 | Fire | While it is quite rare, an electrical fault from one of the computers or human fault from another person working in the room could cause a fire to occur. |  | Either in or surrounding each game lab there is a fire extinguisher which can be used to kill any fires which start. In addition to this the building has a smoke detector in most rooms so any fires in any other rooms will be revealed and we can all evacuate outside the building using the fire escapes. | **5** | **1** | **5** | A |
| 5 | Electric Shocks | Since I’m working with raw electronic components, there is a rare chance that someone could touch an exposed wire and get a small shock |  | Since I am using such low power components (3.3v) even if a participant did touch n exposed wire it is such low power that they would not feel it and it would not cause harm | **1** | **2** | **2** | A |
| 6 | Display Screen Equipment (Monitors) | Staring at a Monitor for too long will cause eye strain, this is quite common in this industry where almost all work is done on a computer |  | Take regular breaks away from the computer screen and walk outside to do something else away from the blue light of a monitor, close eyes for a while to fix the eye strain. | **1** | **4** | **4** | A |
| 7 | Posture | Sitting down for hours at a time isn’t healthy but this gets worse from bad posture which can put strain on the back, causing back issues & chest pain |  | Take breaks where to stand up and walk around, sit up straight on the computer and have a straight back to save back issues. | **2** | **3** | **6** | T |
| 8 | Strain from keyboard & mouse use | Constantly working on a keyboard and mouse all day long can cause repetitive strain injuries in the wrist and fingers |  | Take breaks away from the computer so the hands aren’t under constant stress and work. | **2** | **2** | **4** | T |
| 9 | Circuit components catching fire / exploding | Some components such as capacitors are prone to exploding if they receive voltage / amps higher than they are tested for. This can lead to issues like them catching fire or exploding |  | The components only become unstable if they receive the wrong power, as such my circuits will be checked by advisors before their construction and I will only use components that I am certain are safe | **3** | **1** | **3** | A |
| 10 | Data Wiping from Computer Hardware/Software Issues | A software fault or even forgetting to save a piece of work can result in losing a piece of work which has been worked on for a long period of time, while this causes no physical harm it does cause mental stress |  | While some issues cannot be avoided, making sure to save regularly and back the files up on multiple places (Onedrive, Home Computer, Portable Storage) makes the effect of these issues a lot more trivial. | **1** | **2** | **2** | T |
| 12 | Personal Information being shared/released from the game | If any information is collected by the game during play, this could potentially be accessed and break GDPR |  | The game will store no information externally at all, any data collected from the game itself will be destroyed on the games closing | **4** | **0** | **0** | A |