| **RISK ASSESSMENT** | | | **Severity** multiplied by **Likelihood** equals **Risk Rate**.  NB: Calculated after taking in to account existing precautions | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| School/Service: | | Severity | Insignifi-cant (1) | Minor (2) | Moder-ate (3) | Serious (4) | Fatal / Critical (5) |
| Likelihood |
| Task/Activity/Area: | | Almost Certain (5) | **5** | **10** | **15** | **20** | **25** |
| Likely (4) | **4** | **8** | **12** | **16** | **20** |
| Assessed By: | Signature: | Possible (3) | **3** | **6** | **9** | **12** | **15** |
| Dept Manager: Chris Headland | Signature: | Unlikely (2) | **2** | **4** | **6** | **8** | **10** |
| Date of Assessment: | 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 | Noise Pollution | Not only will I be working with louder than usual sounds when working on the jumpscares but I may also be in a loud environment with what other people are working on which can cause headaches. |  | I will bring a headset with me which is noise cancelling so I will be able to protect my ears as well as protect everyone else in the same room from my noise pollution. | **1** | **4** | **4** | T |
| 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 | Strain due to Fitness Band/ Heart Rate Reader | If the fitness band is attached too tight to the arm it could cut off circulation or cause strain to the wrist, in addition repeatedly taking it on and off again could aggregate the arm’s skin causing a rash. |  | Make sure the heart rate reader is comfortable when put on and make sure not to take it off and on again too much. | **2** | 2 | 4 | 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 |
| 11 | Participant becomes Distressed from Horror Elements (Jumpscares, Atmosphere, etc) | People who play the game might not be as used to the horror elements as I am, therefore they may have an adverse reaction to being scared such as momentary loss of breath or sudden heart rate increase |  | During the onboarding phase of testing, I will ensure all the people who test my game are aware of the content in the game and what they may expect to scare them, this will ensure all testers are ready for the horror elements and won’t be too surprised by them. In addition to this, I will make sure to supervise the testing just in case someone did struggle with the horror, if this happens I will be able to stop the test immediately and help calm the tester down. |  |  |  | A |
| 12 | Personal Information being shared/released from the game | While it is very unlikely, there is a small chance that someone could get a player’s heart rate from the game which is considered personal health data |  | I have outlined in my ethics form how I plan to keep all information gathered from the player secure for their privacy, they will be stored in protected variables which are wiped whenever they are not being used. | **4** | **1** | **4** | A |
| 13 | Fitness Band Malfunctions | There Is always a chance that the technology I am using (the fitness band) could have a fault which could cause an electric shock |  | Before each test I will ensure that the fitness band is working correctly with a debug heart rate reading test, if the results are faulty in any way or if the band itself is unusual (too hot, electric current, etc) then I will cancel the test and have the band examined or dispose of it safely. | **3** | **2** | **6** | A |
| 14 | Unexpectantly High Heart Rate | As this is a horror game, the horror elements may cause the tester or myself to have an elevated heart rate which if too high may be a health risk. |  | During the game test I will be there to observe the tester and make sure that they are happy & healthy throughout the test, if there are any signs that their heart rate is increasing too fast and they might have a bad reaction then I will end the game immediately and move them away from the screen so they can take a breath and calm down, if there are any worse health complications then I will call an ambulance immediately. | **4** | **1** | **4** | A |