| **RISK ASSESSMENT** | | | **Severity** multiplied by **Likelihood** equals **Risk Rate**.  NB: Calculated after taking in to account existing precautions | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| School/Service:  University of Staffordshire DTA | | Severity | Insignifi-cant (1) | Minor (2) | Moder-ate (3) | Serious (4) | Fatal / Critical (5) |
| Likelihood |
| Task/Activity/Area: Tool testing, participants home | | Almost Certain (5) | **5** | **10** | **15** | **20** | **25** |
| Likely (4) | **4** | **8** | **12** | **16** | **20** |
| Assessed By: Benjamin Williams | 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 | Laptop hotspot | When doing something intensive on a laptop the surface of the laptop can get hot enough to cause injury. | Participant | Making sure the developed tool is not so intensive it causes the laptop to over heat, as well as making sure the laptop is not used in an area which limits air flow and may increase the laptops temperature | 3 | 1 | 3 |  |
| 2 | 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. | Participant | 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. | **4** | **1** | **4** | A |
| 3 | 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 | Participant | 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** | **3** | **3** | A |
| 4 | 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 | Participant | Take breaks where to stand up and walk around, sit up straight on the computer and have a straight back to save back issues. | **3** | **2** | **6** | T |
| 5 | 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 | Participant | Take breaks away from the computer so the hands aren’t under constant stress and work. | **3** | **1** | **3** | T |
| 6 | 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 | Participant | 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** | **3** | **3** | T |
| 7 | 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 | Participant | 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 |