# Participant Information Sheet: SherLOCKED

**Project Title:** Serious Cyber Security: Building Games to Educate University Students about Security

The purpose of this project is to employ gamification techniques to create a game that supports university students in their learning of cyber security topics. The created game takes topics learned from four cyber security lectures and tests players ability to recall and apply that information.

Your role would be to assist in the testing of the game we have created, discovering potential bugs and making suggestions that would improve your learning experience. The data collection method will be in the form of a Google Form that we would ask you to fill out after playing the game. Completion of this form is voluntary, and no personal or sensitive information is required. Your submitted answers to any and all questions will be anonymous.

Participation in the testing consists of a LECSEM where the game will be played using a site called “Simmer.io”. You do not need an account to play the game. After the completion of the game, we would ask that you fill in the accompanying Google Form with your feedback and any bugs you found.

The project is organised by Conor Finn and Alice Jaffray and supervised by Dr Jason Nurse. The project has been ethically approved by the University of Kent.

Any questions or complaints can be sent to us at [cf338@kent.ac.uk](mailto:cf338@kent.ac.uk) or [aj418@kent.ac.uk](mailto:aj418@kent.ac.uk) or to our supervisor at [j.r.c.nurse@kent.ac.uk](mailto:j.r.c.nurse@kent.ac.uk). You are able to ask questions at any time during the project.

Thank you for your cooperation with this project.

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