

# Student Research Participant Information Sheet

## Invitation paragraph

You have been invited to take part in research undertaken by a student of the University of the West of England, Bristol. Before you decide whether to take part, it is important for you to understand why the study is being done and what it will involve. Please read the following information carefully and if you have any queries or would like more information, please contact Daniel Browne, Games Technology, UWE, Bristol at [daniel2.browne@live.uwe.ac.uk](mailto:daniel2.browne@live.uwe.ac.uk).”

## Who is organising the research?

The student researcher is Daniel Browne under the supervision of Louca Coles. Louca is available at [louca.coles@live.uwe.ac.uk](mailto:louca.coles@live.uwe.ac.uk).

## What is the aim of the research?

The aim of this project is to research how movement systems in games work hand in hand with level design. From this, there will be a stronger understanding of what goes into development for movement systems, and there will be a movement system and levels developed because of the research.

The research questions are:

- What creates a successful movement system?
- What processes go into developing levels in a movement-based game?

## Why have I been invited to take part?

As a student, I am interested in gaining information about your experience when playing games with a heavy movement focus. The purpose of the questions will be to gain an understanding of your experience with past games and your experience with the artefact of the project.

## Do I have to take part?

You do not have to take part in this research. It is up to you to decide whether or not you want to be involved. If you do decide to take part, you will be given a copy of this information sheet to keep and will be asked to sign a consent form. If you do decide to take part, you are able to withdraw from the research without giving a reason until you have left the room, where the data will have been anonymised. If you want to withdraw from the study within this period, please let the student researcher know. Deciding not to take part or to withdraw from the study does not have any penalty.

## What will happen to me if I take part and what do I have to do?

If you agree to take part, you will be asked to take part in playtesting a game made in Unity that has been developed based off the research questions. After, you will then be asked to do a brief interview with the student researcher where you will fill out a form based on your experience. The playtest and the interview will take approximately fifteen minutes.

The subject and focus of the discussion will be on your experience with the artefact, with you giving any feedback you feel necessary. Your feedback will be fully anonymised at this point and will be analysed with interview data from other anonymised participants.

## What are the benefits of taking part?

There are no direct benefits of taking part, but you will be contributing to knowledge which we hope will benefit services in future.

## What are the possible risks of taking part?

We do not foresee or anticipate any significant risk to you in taking part in this study. If, however, you feel uncomfortable at any time you can ask for playtest and/or interview to stop. If you need any support during or after playtest and/or interview, then the researcher will be able to put you in touch with suitable support agencies. Louca is experienced in conducting and supervising playtests and will support the student to conduct the research sensitively. The playtest has been designed with these considerations in mind.

## What will happen to your information?

All the information that you give will be kept confidential and anonymised when you leave the interview. Digital data will be stored on the University's secure OneDrive system to which only the student and the Supervisor will have access in accordance with the Data Protection Act 2018 and General Data Protection Regulation requirements. Your data will be analysed together with other interview and file data. Once anonymised, we will ensure that there is no possibility of identification or re-identification from this point.

## Where will the results of the research be submitted or published?

A dissertation will be written containing the research findings and submitted to the University. Anonymous and non-identifying direct quotes may be used in the dissertation. A copy may be displayed in the University library. If you are interested in reading a copy, please contact the student.

## Who has ethically approved this research?

The project has been reviewed and approved by Louca Coles.

## What if I have a concern or something goes wrong?

If you have any concerns or something is to go wrong, the supervisor will be contacted in the first instance.

## What if I have more questions or do not understand something?

If you would like any further information about the research, please contact either:

Student Researcher – Daniel Browne: [daniel2.browne@live.uwe.ac.uk](mailto:daniel2.browne@live.uwe.ac.uk)

Supervisor – Louca Coles: [louca.coles@live.uwe.ac.uk](mailto:louca.coles@live.uwe.ac.uk)

Thank you for agreeing to take part in this study.

You will be given a copy of this Participant Information Sheet and your signed Consent Form to keep.