



PARTICIPANT INFORMATION SHEET

Development of an Educational Car Racing Video Game

Name of Student: Gwydion McDarren

Email: gdm27@bath.ac.uk

Telephone: 07468 410874

Name of Supervisor: Jos Darling

Email: ensjd@bath.ac.uk

This information sheet forms part of the process of informed consent. It should give you the basic idea of what the research is about and what your participation will involve. Please read this information sheet carefully and ask one of the researchers named above if you are not clear about any details of the project.

1. What is the purpose of the project:

This project is aiming to develop an educational game for engineering students at the University of Bath to help improve engagement and motivation in learning. As a part of this project, the game that has been developed is to be tested with students to evaluate its quality.

2. Who can be a participant?

Any undergraduate student who is studying an engineering based degree who is over the age of 18 years old.

3. Do I have to take part?

No, you are completely free to choose whether you participate. You will be provided with all the details about the study, including what you will be asked to do and how your data will be handled in this information sheet.

Before you start, you will be required to give your consent, checking you are sure you are informed about the study and still want to take part.

If you do take part in the study, all recorded data will be anonymous.

4. What will I be asked to do?

You will open a questionnaire where you will read the details of the study and then be given a link to play the game.

You will then play the game on a computer for as long as you want, but it is expected that it will only take 15 minutes to complete all the challenges. If at any point while playing the game you have questions or technical issues, you can contact the researcher for help.

Once you have finished playing the game, you will be asked to fill in a questionnaire. This will ask you some questions about yourself, how often you play video games, if you have used educational games before, and what you thought of the game you just played. This will take around 15 minutes to complete.

Overall, the study should take around an 45 minutes to complete, but you can take as much or as little time as you want.

**5. What are the exclusion criteria?
(are there reasons why I should not take part)?**

Students under 18 years old cannot take part as they cannot provide consent for themselves.

Students who are not studying an engineering degree cannot take part as they are not likely to have the prerequisite knowledge to engage with the game.

6. What are the possible benefits of taking part?

You will not receive any personal benefits to taking part, but your responses about the game will help to develop it in a way that can help learning of future engineering students.

7. What are the possible disadvantages and risks of taking part?

There are no disadvantages to taking part in the study. If you are not comfortable at any point while the study is in progress, the researcher is available to direct you to any support you may need. You are welcome to withdraw from the study at any point without any reason.

8. Will my participation involve any discomfort or embarrassment?

We do not expect you to experience any discomfort or embarrassment as part of this project. If you are not comfortable at any point while the study is in progress, the researcher is available to direct you to any support you may need. You are welcome to withdraw from the study at any point without any reason.

9. Who will have access to the information that I provide?

Only the researcher and the research supervisor will have access to the information that is collected in this study. All records will be anonymous and stored on a University managed server. Records will be deleted once the project is completed.

10. What will happen to the data collected and results of the project?

All data will be stored on the University of Bath server (H: drive). This will be analysed to find the common points of criticism and key areas of improvement that can be made to the game. Areas where the game succeeded will also be assessed, and it will be decided if it is a feasible concept to develop further.

Once this project is completed, the data will be deleted.

11. Who has reviewed the project?

This project has been given a favourable opinion through the University of Bath's Research Ethics Approval system Ethics@Bath.

12. How can I withdraw from the project?

If you wish to withdraw while taking part in the study (playing the game or completing the questionnaire), then you can leave for any reason at all. It will be assumed that your consent is withdrawn, and any missing or incomplete responses will have all data deleted.

After you submit your questionnaire response, you will no longer be able to withdraw from the project. This is because the questionnaire responses are anonymous, so we will not be able to identify which record to withdraw.

13. University of Bath Privacy Notice

The University of Bath privacy notice can be found here:

<https://www.bath.ac.uk/corporate-information/university-of-bath-privacy-notice-for-research-participants/>.

14. What happens if there is a problem?

If there is a problem while you are involved with this study, get in contact with the researcher (contact details at the top of this document). If they are unable to help you, or you wish to make a complaint, please contact the Department of Mechanical Engineering's Departmental Research Ethics Officer:

Dr Katharine Fraser

Email: khf27@bath.ac.uk

15. If I require further information who should I contact and how?

Thank you for expressing an interest in participating in this project. Please do not hesitate to get in touch with us if you would like some more information.

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Department of Mechanical Engineering

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