**Student Project Declaration**

School of Computing and Digital Technology

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| Student Number: | 22142846 |
| Student Name: | James Bland |
| Course Name: | BSc Computer Games Technology |
| Project Title: | Gamifying Movements Beneficial to Stroke Rehabilitation |
| Project Supervisor: | Xi Guo |

I confirm that my project adheres to the research protocols associated with Ethical Application Number 13740 for module CMP6200 Individual Honours Project in the academic year 2024–2025.

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| **Project Source:** | The source of my project is:  Supported by The Reality Enhanced Augmented Learning Faculty Learning Community (REAL FLC) in BCU  Industry-led with etee and industry mentor Liucheng Guo. |
| **Project Types:** | My project is:  Lab-based…  involving design and testing using physical equipment such as haptics.  In case of Covid-19. It will be moved online, or it will be process in the Lab monitored under NHS and government guidance. |
| **Project Topics:** | The topic of my project is digital media.  The application area of my project is Healthcare.  I confirm that my project does NOT relate to   * Race and gender. * Terrorism or extremist groups. * Military. * Medical applications. * Children under 18 years old. * Vulnerable groups.   I understand that if my project relates to non-approved topics, I must make a separate application for ethical approval before data are collected and I will discuss this with my supervisor. |
| **Project Participants:** | My project involves:   * Human participants who are over 18 and not classed as vulnerable, for the purpose of collecting data to determine requirements and/or to attain feedback on ideas.   I understand that if my project requires participation from animals, and humans under the age of 18 or otherwise classified human participants, I must make a separate application for ethical approval before data are collected and I will discuss this with my supervisor. |
| **Project Data:** | My project:   * Uses anonymised data collected from human participants (over the age of 18 who are not classed as vulnerable) from whom informed consent has been acquired, to inform the design and testing of prototype artefacts (such as algorithms, computer systems or conceptual models). |
| **Project Data Storage:** | My project will:   * Use BCU approved cloud resources for data collection and storage. Where it is necessary to capture data on personal devices, the data will be transferred to the University’s One Drive within 24 hours and will be deleted from the personal device. * Store data on BCU Servers for 12 months following graduation. |
| **Project Outputs** | The output of my project will be:  Game Application and Research Report/publication |

I have completed the form to accurately reflect the planned work to be undertaken in my project. I am aware that if my project topic, methods or participants change, I must discuss changes with my supervisor to ensure that the work is still within the approved research protocols outlined above.

I understand that I must use the approved templates to provide participants with information about the project and to seek their informed consent, and that these documents must be made available to my supervisor.

I understand that it is my responsibility to ensure that my project is undertaken in an ethical manner and that all project work is within the scope outlined above.

I am aware that breaches of compliance will be reported to the Chair of the Faculty Academic Ethics Committee for investigation, which may lead to disciplinary action.

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| Signature of Student: James Bland | Date: 03/12/2024 |
| Signature of Supervisor: Xi Guo | Date: 03/12/2024 |