

Name: Joshua Esterhuizen

Title of project: The Qualities of Games for Use in Education

Supervisor: Prof Gunther Drevin

Starting and end dates of project: 15-Feb to 8-Nov

1. Have you read the information available related to research ethics (Chapter 5 of Researching Information Systems and Computing; BJ Oates and Chapter 13 of Writing for computer science, J Zobel; Manual for post graduate studies, available on efundi)?	Yes X	No
--	--------------	----

2. Do you make use of people as source of data in your project (for example the completion of questionnaires or evaluation of products)?	Yes	No X
--	-----	-------------

3. Are there any aspects of your research that you need permission from another party to use (for example use of property or tools)? If yes, provide more detail.	Yes	No X
--	-----	-------------

4. Describe your research question and give a short description of your plans for the collection of data. This project will attempt to find what qualities a game requires to be able to be used in an academic learning environment. The data collection to meet this goal will include the collection and review of various literature in the field of ludology with a specific look at serious games. Real-world examples of serious games will also be analysed in attempt to identify these qualities. As such the works of Frasca, G. will be a primary source of study.

5. Describe how you plan to provide information about yourself and the goals of your research to participants.

No participants will be involved.

6. Describe what methods you will use to get permission from participants in your study.

No participants will be involved. The publically available resources - assets, animations and anything else - will need to be cited however.

7. Will you be able to ensure that participants' information will be used in an anonymous, private and confidential way? How?

Yes

No

X

No participants will be involved.

8. Are there any foreseeable risks of damage (physical, social or psychological) to participants or the environment? If you answer yes, give detail of the preventative measures you will follow.

Yes

No

X

No participants will be involved and the research and development of an artefact is done digitally.

9. Are there any foreseeable risks to the NWU, for example lawful actions that may follow the research, or damage to the image of the university? If yes, give detail.

Yes

No

X

As the artefact would use third party assets, it is important to properly reference those, however they are publically available.

10.Are there any other ethical issues that may occur during the execution of the research (for example conflicting interests)? If yes, provide detail and explain how you plan to handle them.	Yes	No X
<p>Since the artefact developed for this study is not intended for public distribution for any profits, there is no additional ethical issues. However, if it were to be distributed, the respective creators and distributors of the resources used, namely any assets and animations, would first need to be contacted for explicit permission to do so.</p>		

I declare that the information contained in this form is accurate. I have attempted to identify the risks that may arise in conducting this research and acknowledge my obligations and the rights of the participants. I confirm that the research will be conducted in line with all University, legal and ethical standards.

Name of student: Joshua Esterhuizen

Signature: 

Date: 10 April

Name of study leader:

Signature:

Date:

Name of additional moderator:

Signature:

Date: