

“Examining the Effects of Positive and Negative Instruction Delivery by a Robot Games Master, On the Speed and Accuracy of Recalling and Recreating Rubik's Cube Patterns”

Ethics

The study was conducted in accordance with the ethical standards of the institutional review board and the 1964 Helsinki Declaration and its later amendments. Prior to participation, all subjects provided informed consent, ensuring they were fully aware of the nature and purpose of the study, as well as their right to withdraw at any time without penalty. Participants were assured that their data would be kept confidential and used solely for the purposes of this research.

Throughout the experiment, the well-being of the participants was a priority. Measures were taken to minimize any potential distress caused by the tasks or interactions with the animatronic robot. A debriefing session was held after the experiment to explain the purpose of the study and to address any concerns or questions the participants might have had. Additionally, participants were given the option to provide feedback on their experience, contributing to the improvement of future studies.

The use of Randy the Rabbit, the games-master animatronic, was carefully monitored to ensure that its interactions remained appropriate and respectful. The design and implementation of the robot's behaviours were reviewed to prevent any potential psychological harm. This ethical consideration was especially pertinent given the study's focus on positive and negative encouragement.

Overall, the study adhered to the highest ethical standards to respect and protect the rights and welfare of all participants.