

**(CUREB-B Clearance # 109958)**

Hello, my name is Quinn and I am a student in interactive multimedia and design. I would like you to participate in a user study for my capstone project.

This study aims to refine the design of Souper Showdown. This study involves playing a game designed by my group to test specific mechanics for 15 minutes. We do not foresee any risks in participating in this study beyond normal game playing. However, we will take precautions to protect your identity (all responses will be anonymous).

You may withdraw at any time, up to completion of the study. If you choose to withdraw, all the information you provided will be destroyed.

All research data, including audio-recordings and notes will be encrypted. Any hard copies of data (including any handwritten notes or USB flash drives) will be kept in a secure location. Research data will only be accessible by me and my group.

Once the project is completed, all research data will be kept until the end of the current academic year (in April) after the group has finished and will be used to refine the design of our project. After this time, all data will be destroyed.

The ethics protocol for this project was reviewed by the Carleton University Research Ethics Board, which provided clearance to carry out the research. Should you have any ethical concerns with the study, please contact Dr. Bernadette

Campbell, Chair, Carleton University Research Ethics Board-B (by phone: 613-520-2600 ext. 4085 or at [ethics@carleton.ca](mailto:ethics@carleton.ca)). For all other questions about the study, please contact the researcher.

You can also reach me at [quinton.rodriques@gmail.com](mailto:quinton.rodriques@gmail.com). My supervisor can be reached at [DavidThue@cunet.carleton.ca](mailto:DavidThue@cunet.carleton.ca).

Are there any questions or need clarification?

Do I have your permission to begin: ☒ Yes ☐ No (If no, thank them for their time)

Date: March 3, 2022

Participant's name/Pseudonym/Initials: Peter

Researcher's Signature: Quinn Rodriques