IT RESEARCH PROJECT

Evaluation of the Impact of On-Screen Entertainment with Off-Screen Physical Activity on Active Living

We are looking for volunteers aged between 18 and 40 years old, with an interest in active living technologies, to participate in a Research Higher Degree project for a candidate in Information Technology! To participate you will need to be in normal health, and not suffer from any visual or auditory perception problems. If you are unaffected by any of these, we invite you to participate in our research to increase your engagement in technologies that promote physical activity and facilitate healthy lifestyle

The project is examining the impact of linking on-screen entertainment with off-screen physical activity on user engagement and motivation of using active living technologies. Volunteers will be asked to use an active living system consisting of online application and put on a physical activity tracking device, Fitbit Charge, in order to investigate the effect of using this system with and without its integration with an online game. Participants will also be asked to fill in some questionnaires.

Everything you need will be provided on campus. No need to bring anything.

If you would like to participate, please contact: Ms. Reem Altamimi: Reem.Altamimi@uon.edu.au



Fitbit Charge





Complaints about this research

This project has been approved by the University's Human Research Ethics Committee, Approval No. H-2016-0105. Should you have concerns about your rights as a participant in this research, or you have a complaint about the manner in which the research is conducted, it may be given to the researcher, or, if an independent person is preferred, to the Human Research Ethics Officer, Research Office, The Chancellery, The University of Newcastle, University Drive, Callaghan NSW 2308, Australia, telephone (02) 49216333, email https://example.com/human-Ethics@newcastle.edu.au.