

**School of Computer Science**

# Participant Information Sheet

# Project background

You are invited to take part in the following project: *Using Online Machine learning to Humanize Bot AI in 3D FPS game*

Before agreeing to take part, please read this information sheet carefully and let us know if anything is unclear or you would like further information.

# What is the purpose of the project?

This project is being conducted by Sean Bain (sb2576@york.ac.ukand *Saul Cross (saul.cross@york.ac.uk)*.

The aim of this project is *to ascertain whether a particular form of machine learning, namely online machine learning, can be leveraged to develop AI for use in video games that is more “human-like” in the way it plays. The primary motivation for this project is to develop video game AI that is more enjoyable to play with, but there could be wider applications for developing AI that can interact with humans in more “human-like” ways.*

Your participation in this project is voluntary. If you wish, we will provide you with access to our project outputs which will include a written report and, potentially, academic publications.

# Do I have to take part?

No, participation is optional. If you do decide to take part, you will be given a copy of this information sheet for your records and will be asked to complete a participant consent form. If you change your mind at any point during the research activity, you will be able to withdraw your participation without having to provide a reason. To withdraw your participation you need to contact either *Sean Bain* or *Saul Cross* within one week (see contact details above) and request that your data be withdrawn, and this will be actioned as soon as possible.

# How will you use my data?

We will collect *survey data in the form of a Likert Scale questionaire. The questions give a scaled range of responses which a participant should select from, according to which option they feel is most appropriate. No personal data will be recorded.*

The data collected from you will be anonymised, analysed and used to produce reports. Anonymised data may be reused by the research team or other third parties for secondary research purposes.

# What will I be asked to do?

# We are recruiting participants for the study. Participating would involve *interacting with a video game environment for a short time, and then completing a short Likert scale survey which asks questions about your experience of interacting with the game.*

# The aim is to learn more about *human perceptions of interacting with an AI that has been trained using specific machine learning techniques*. We expect that participating will take approximately *10-15 minutes*. We would like to record data about how the AI performs against the human participants in the game and we will ask you about this before we start each game session. If you would prefer not to be recorded, we will take notes.

# How will you keep my data secure?

Information will be treated confidentially and shared on a need-to-know basis only. We are committed to the principle of data protection by design and default and will collect the minimum amount of data necessary for the project. In addition, we will anonymise or pseudonymised data wherever possible.

In compliance with the General Data Protection Regulation (GDPR) and Data Protection Act 2018, the “data controller” is identified as the University of York. Contact the Data Protection Officer (dataprotection@york.ac.uk) for any data protection questions, comments or complaints.

The legal basis for undertaking research under the GDPR are GDPR Articles Article 6 (1) (e) for personal data.