**MoE Tier 1 Study 2 (Intergenerational Bonding over Gaming)**

**Objective**

* To examine the effect of video-mediated communication and simultaneous gameplay on intergenerational communication and bonding.

**Samples**

* 120 pairs of younger-older adults (IRB-approved n = 120 pairs, we need at least **n = 10 pairs = 20 people)**
* Younger adults (between age 21 and 25)
* Older adults (between age 65 and 99)
* Exclusion criteria
  1. Absence of smartphone usage experience
  2. Inability to move upper body without assistance
  3. Absence of basic proficiency in the English or Chinese language

**Research Design**

1. Treatment-only design
   1. **Treatment group (n = 10 pairs):** video call with interactive exergames

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| --- | --- |
| **Session** | **Treatment** |
| 1 | Game + Befriend |
| 2 | Game + Befriend |
| 3 | Game + Befriend |

1. 30-40 minutes per session, 3 times within 2 weeks (at least 1 day break in-between session).

**Procedure**

1. See research protocol below.

**Payment schedule**

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| **Task** | **Token of appreciation (NTUC Fairprice voucher)** |
| Completion of all 3 sessions | $60 (i.e., $20 for each session) |

**Study Materials**

* Study information and consent form: [MoE\_Tier1\_Study2\_Consent\_Form.docx](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Data_Collection/Materials/MoE_Tier1_Study2_Consent_Form.docx?d=w2fd4a3690ad8416f862d69a13ac298ae&csf=1&web=1&e=kXN3Sg)
* Surveys (pre-test, mid-point, post-test): [​xlsx icon Item\_Budget.xlsx](https://entuedu.sharepoint.com/:x:/t/MOETier1-RingoHo-IntergenVideoCommGameplay/Ees8pzhYNlhHqpAGjNKdJjUBkfvvkAJL2j370x4T2x5wvA) (refer to this for the original plan [MoE\_Tier1\_Study2\_Surveys.docx](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Data_Collection/Materials/MoE_Tier1_Study2_Surveys.docx?d=w9a51a9da6c554b379b11990bd1817051&csf=1&web=1&e=t3FxXu))
* Payment acknowledgement form: [MoE\_Tier1\_Study2\_Payment\_Documents.docx](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Data_Collection/Materials/MoE_Tier1_Study2_Payment_Documents.docx?d=w14b9cd86f3544344bee5c9166b912d99&csf=1&web=1&e=fcaG5H)

**Other Important Documents**

* See the documents in the [IRB folder](https://entuedu.sharepoint.com/:f:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Tier1_Study2_IRB?csf=1&web=1&e=BmtiCk)
* See the [Youth Guide](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Guideline_YoungAdult.docx?d=w14b9e22dc4f945acacc4d5ebde6a7537&csf=1&web=1&e=YCGlZz)

**Research Protocol**

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| **Pre** | **Session 1** | **Session 2** | **Session 3** | **Post** |
|  |  |  |  |  |

| **Order** | **Timeline** | **Aim** | **Task** | **PIC and logistics** |
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| 1 |  | Briefing and pre-test data collection | 1. Assign the YA and OA pairing (based on spoken language to facilitate communication) 2. Brief the YA and OA on the purpose of the research 3. Frame the sessions as befriending of OA, lead by YA, plus the evaluation of games 4. Get participants to sign the [informed consent form](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Data_Collection/Materials/MoE_Tier1_Study2_Consent_Form.docx?d=w2fd4a3690ad8416f862d69a13ac298ae&csf=1&web=1&e=nttzxf) 5. Completed pre-test survey (see [Surveys document](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Data_Collection/Materials/MoE_Tier1_Study2_Surveys.docx?d=w9a51a9da6c554b379b11990bd1817051&csf=1&web=1&e=et2oPE)) 6. Schedule the 1st session for all the pairs | **[ARISE]** All task  **Note**: Also make sure the YA-OA pairing is constant across the 6 sessions (i.e., do not change the pairings). This is to help us track the change in dynamics over the 3 weeks. |
| 2 |  | Befriending session 1 | 1. YA and OA to get acquainted via self-introduction 2. Play game 1 3. Befriend and chat about neutral topics (spend more time on this) 4. To schedule for the 2nd session | **[ARISE]** To oversee the scheduling of the sessions, and make sure the sessions are scheduled and completed as scheduled.  Make sure the games are good to go. Make sure the sessions are recorded in-app. |
| 3 |  | Befriending session 2 | 1. Play game 2 2. Befriend and chat about neutral topics (spend more time on this) 3. To schedule for session 3   **[ARISE]**   * 1. To administer the mid-session survey. | **[ARISE]** To oversee the scheduling of the sessions, and make sure the sessions are completed as scheduled,  Make sure the games are good to go. Make sure the sessions are recorded. |
| 4 |  | Befriending session 3 | 1. Play game 1 2. Befriend and chat about neutral topics (spend more time on this) | **[ARISE]** To oversee the scheduling of the sessions, and make sure the sessions are completed as scheduled,  Make sure the games are good to go. Make sure the sessions are recorded. |
| 5 |  | Debriefing and data collection (right after Session 4) | 1. Debrief the participants by thanking them in their participation 2. Collect the post-test surveys to both YA and OA (see [Surveys document](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Data_Collection/Materials/MoE_Tier1_Study2_Surveys.docx?d=w9a51a9da6c554b379b11990bd1817051&csf=1&web=1&e=et2oPE)) 3. Process payment for completion of experiment complete the acknowledgement process with the participant (see [Acknowledgement Form](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Data_Collection/Materials/MoE_Tier1_Study2_Payment_Documents.docx?d=w14b9cd86f3544344bee5c9166b912d99&csf=1&web=1&e=9T6vdh)) | **[ARISE]** All task |
| **Timeline =** Point in time in the procedure  **PIC** = Person in charge  **OA** = older adult  **YA** = younger adult | | | | | |

**Measurements Summary (Outdated)**

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| **Schedule** | **Measurement (Older Adults)** | **Measurement (Young Adults)** |
| Pre-test (survey) | 1. Demographic variables (p.2) 2. Intergroup Anxiety (p.9) 3. Intergroup Attitude (p.10) 4. Exercise Self-regulation Questionnaire (motivation) (p.11) 5. Revised UCLA Loneliness Scale (loneliness) (p.3) 6. EQ-5D-5L, EQ-VAS (well-being) (p.4) 7. CES-D-10 (depression) (p.7)   8. Purpose in Life (p.8) | 1. Demographic variables (p.2) 2. Intergroup Anxiety (p.9) 3. Intergroup Attitude (p.10) 4. Exercise Self-regulation Questionnaire (motivation) (p.11)   5. Ambivalent Ageism Scale (p.12) |
| Mid-point(survey) | 1. Intergroup Anxiety (p.9) 2. Intergroup Attitude (p.10) 3. Exercise Self-regulation Questionnaire (motivation) (p.11) 4. Revised UCLA Loneliness Scale (loneliness) (p.3) 5. EQ-5D-5L, EQ-VAS (well-being) (p.4) 6. CES-D-10 (depression) (p.7)   7. Purpose in Life (p.8) | 1. Intergroup Anxiety (p.9) 2. Intergroup Attitude (p.10) 3. Exercise Self-regulation Questionnaire (motivation) (p.11)   4. Ambivalent Ageism Scale (p.12) |
| Post-test (survey) | 1. Intergroup Anxiety (p.9) 2. Intergroup Attitude (p.10) 3. Exercise Self-regulation Questionnaire (motivation) (p.11) 4. Revised UCLA Loneliness Scale (loneliness) (p.3) 5. EQ-5D-5L, EQ-VAS (well-being) (p.4) 6. CES-D-10 (depression) (p.7) 7. Purpose in Life (p.8) 8. Open-ended Feedback on VETS-VCC Experience (p.13) | 1. Intergroup Anxiety (p.9) 2. Intergroup Attitude (p.10) 3. Exercise Self-regulation Questionnaire (motivation) (p.11) 4. Ambivalent Ageism Scale (p.12) 5. Open-ended Feedback on VETS-VCC Experience  (p.13) |
| ~~Post-experiment (interview)~~ | ~~Open-ended Feedback on VETS-VCC Experience (p.13)~~ | ~~Open-ended Feedback on VETS-VCC Experience  (p.13)~~ |

[outdated] Refer to [MoE\_Tier1\_Study2\_Surveys.docx](https://entuedu.sharepoint.com/:w:/r/teams/MOETier1-RingoHo-IntergenVideoCommGameplay/Shared%20Documents/General/Research_Activities/Phase_2/Data_Collection/Materials/MoE_Tier1_Study2_Surveys.docx?d=w9a51a9da6c554b379b11990bd1817051&csf=1&web=1&e=t3FxXu) for the set of questions

Refer to [​xlsx icon Item\_Budget.xlsx](https://entuedu.sharepoint.com/:x:/t/MOETier1-RingoHo-IntergenVideoCommGameplay/Ees8pzhYNlhHqpAGjNKdJjUBkfvvkAJL2j370x4T2x5wvA) for the amended list of questions and items