Design Lab
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The Universe of Play: Mapping Ideas as Complex Networks in Games

PARTICIPANT INFORMATION STATEMENT
(Survey)

(1) What is the study about?

You are invited to participate in a study of mapping game ideas that inspired other games. We want to investigate how ideas are connected and how they are related to each other in the domain of game development.

(2) Who is carrying out the study?

The study is being conducted by Xavier Ho and will form the basis for the degree of Doctor of Philosophy at The University of Sydney under the supervisions of A/Prof Martin Tomitsch, Lecturer at Design Lab, and A/Prof Tomasz Bednarz, EpiCentre at UNSW.

(3) What does the study involve?

The study involves one online survey that will ask a few questions about the games you have worked on, and where the ideas came from. We will not ask for your personal data. This survey is hosted with Google Forms and you do not require a Google Account to participate.

(4) How much time will the study take?

We expect the survey will take approximately 5 to 15 minutes to complete.

(5) Can I withdraw from the study?

Being in this study is completely voluntary and you are not under any obligation to consent to complete the survey. Submitting a completed survey is an indication of your consent to participate in the study. You can withdraw any time prior to submitting your completed survey. without affecting your relationship with The University of Sydney, Data61, or CSIRO. Once you have submitted your survey anonymously, your responses cannot be withdrawn.

(6) Will anyone else know the results?

A report of the study may be submitted for publication, but individual participants will not

be identifiable in such a report.

A public website may be created to visualise the data extracted from the survey results, such as the games that share connected ideas. Individual participants will not be identifiable on such a website. With your consent, data collected this way may be stored in a research archive for future research projects. The data includes your inspiration with game design and development. We will not store any personal information about you.

All other aspects of the study, including the survey results, will be strictly confidential. Because the survey is completely anonymous, the researchers will not have information on the participants.

(7) Will the study benefit me?

We cannot and do not guarantee or promise that you will receive any benefits from the study.

(8) Can I tell other people about the study?

Yes, you can.

(9) What if I require further information about the study or my involvement in it?

When you have read this information, Xavier will answer any questions you may have. If you would like to know more at any stage, please feel free to contact Xavier at xavier.ho@sydney.edu.au, PhD candidate at Design Lab.

(10) What if I have a complaint or any concerns?

Any person with concerns or complaints about the conduct of a research study can contact The Manager, Human Ethics Administration, University of Sydney on +61 2 8627 8176 (Telephone); +61 2 8627 8177 (Facsimile) or ro.humanethics@sydney.edu.au (Email).

This information sheet is for you to keep.