

## **Participant information sheet and consent**

Before you take part in this study it is essential to both read the following document and accept to its terms. Please take your time to read the following carefully and discuss with a member of staff if in need of further guidance/information.

This project [ **Measuring the effectiveness of game based learning technologies and models in HE - A quantitative study** ] is run parallel with the Ryley funded research project [ **EdOwl - A digital game based learning app for blended learning in partnership with students** ].

Researching enriched blended: learning, delivery, models and raising student engagement with associated outcomes in higher education students at the Institute of Management, University of Bolton.

### **Purpose of the study**

The purpose of this study is to quantify blended learning technologies at higher education and evaluate the effectiveness of varied implementations when incorporated into module criteria.

This study will be conducted from Term 2 (01/01/2022) till end of Term 3 (31/07/2022).

### **Why have you been chosen**

The reason you have been chosen is due to the topical relevance towards your area of studies. The content you will be interacting with is in relation to the field you are currently studying and aiming to increase engagement with both course curriculum and knowledge within the field.

### **Do you have to take part**

No you do not have to take part, this policy is entirely voluntary and supports withdrawal with of your usage by not accepting the study terms and conditions within the initial sign up process.

However it will benefit both the institution and this study if you partake as it will be indicative to relevant parties of continuing support or expanding these forms of curricular activities into future modules/courses.

### **What will happen if taking part**

If accepting to these conditions, data will be collected in the form of analytics from task completion, logging in and progression overtime to evaluate if such learning formats are effective learning process for: students, tutors and institutions.

### **What do you have to do to take part**

To take part in this study requires continuous participation with the platforms content, this can be done by logging in, reading blog particles, watching linked videos, attempting quizzes or any of the other platform supported features.

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### **Are there possible disadvantages or risks of taking part**

- Reduced time for other extra-curricular activities for your studies.
- Dissatisfaction from task performance.
- Feelings of inadequate feedback.
- There is no guarantee of engagement or increased academic performance.

### **Will your contribution be confidential**

Your contribution will be anonymised when discussing any data, removing personal information with the exception year of birth and aliases designated when referring to any specific individual/s.

### **What will happen with the results of the project**

These results when evaluated may impact the continuation, modification or expansion of this and similar supported learning tools at this institution. Furthermore the subsequent research obtained from this study will be published to an academic journal.

### **What organisation is funding the research**

This study is a dissertation project within the institution of creative technologies and funded/supported by the institution of management at the University of Bolton.

### **Ethical review of the study**

This project has been reviewed and greenlit by the University of Bolton Research Ethics Committee.

### **Contact and further information**

If In need of any further guidance before accepting these terms make sure to contact [TJS1CRT@Bolton.ac.uk](mailto:TJS1CRT@Bolton.ac.uk) or [N.Nahar@bolton.ac.uk](mailto:N.Nahar@bolton.ac.uk) for any questions relating to this project.