

ADULT PARTICIPANT INFORMED CONSENT

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| Gauging Frustration & Success Rate in Rhythm Games using Different Game Controllers |
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CONCISE STATEMENT OF STUDY

This research study is aimed at answering if there is any correlation between user preference vs. Performance using game remotes for playing rhythm games. You may be interested because you are a college student, have played video games or even just as a participant in this study. This research study will take 15 minutes. There are no risks to participating in this study. We hope that this research will benefit the development of better game controllers. You can find more details on this study following in the body of this consent form. If you are interested in continued discussion about presentation, we would like to discuss more with you through this consent presentation.

WHAT IS THE PURPOSE OF THIS STUDY?

The purpose of this research study is to understand how different game remotes impact users' performance compared to what remote they favored to use while playing rhythm games.

WHY AM I BEING INVITED TO TAKE PART IN THIS RESEARCH?

You are being invited to take part in the study because you fit these criteria:

- You are 18 –30 years of age
- You may have experience with one or more of these inputs

- You're interested in the topic of this study

WHERE IS THE STUDY GOING TO TAKE PLACE AND HOW LONG WILL IT LAST?

This study will only take 15 minutes to complete with 5 minutes dedicated to you reading this consent form, 5 minutes in total dedicated to the rhythm game and 5 minutes in total dedicated to the survey you will take after each attempt at the rhythm game. You will be completing this activity in the Morgan Library in room 302A or in the Computer Science building in room 120.

WHAT WILL I BE ASKED TO DO?

If you volunteer to take part in this study, you will be asked to do the following:

1. You will be asked to complete this form either orally or written to confirm you understand every aspect of this study that could impact you, such as how we will be collecting your data and what risks you take in completing this study.
2. After you will start by playing a Rythm game on the computer using a keyboard
3. Afterwards you then will fill out a survey and gauge how well you liked using the keyboard to play the Rythm game.
4. Then you will play the Rythm game again but using a PlayStation controller.
5. Again, you will fill out the survey to gauge your satisfaction with using a PlayStation controller to complete the Rythm game.
6. Finally, you will play the Rythm game again while using an Xbox controller.
7. Lastly, you will fill out the survey to gauge your satisfaction with using an Xbox controller to complete the Rythm game.

ARE THERE ANY BENEFITS FROM TAKING PART IN THIS STUDY?

If you identified as a current CS 464 student, you could receive extra credit from participating in this study and should identify yourself as soon as possible to the researchers. Otherwise, there may be no direct benefit to you as a participant in this study. However, we hope to learn more about game input device design and the impact it has on user success compared to user preference in device. This may help future studies on the game remote designs with are both preferred and efficient for all users.

WHAT ARE THE POSSIBLE RISKS AND DISCOMFORTS?

While the level of risk is none, you may become uncomfortable with some questions or procedures related to the gaming platform and input devices.

WILL I RECEIVE ANY COMPENSATION FOR TAKING PART IN THIS STUDY?

You will not be compensated for taking part in this research unless you are a current student taking CS 464 which you must then make sure your full name is given to the investigators to be marked on the report to receive extra credit in class.

WHO WILL SEE THE INFORMATION THAT I GIVE?

All information gathered in this study will be kept as confidential as possible. Your privacy is very important to us, and the researchers will take every measure to protect it. Your information may be given out if required by law; however, the researchers will do their best to ensure that any information released will not identify you, **unless** marked as a CS 464 student. If you have identified yourself as a current CS 464 student who wishes to be marked for the extra credit opportunity your name will be listed as required on the list of participants for the report with an asterisk on it for Dr. Fransico Ortega to identify your participation in this study for extra credit. Some reference will be made in oral material that could link you to this study. For this study, we will assign a code to your data so that the only place your name will appear in our records is in our data spreadsheet which links you to your code. Only members of the research team will have access to the link between you, your code, and your data. All records will be stored in a restricted access folder and GitHub at CSU for three years after the study. After the storage time, the information gathered will be destroyed.

There are organizations that may inspect research records that may include yours. These organizations must ensure your information is kept private, unless required by law. Some of these organizations are:

- The study sponsor.
- The Colorado State Institutional Review Board, IRB, is a group of people who review research with the goal of protecting the people who take part in the study.
- Office of Human Research Protections, the Food and Drug Administration.

Current CS 464 Students: Your identity/record of receiving compensation (NOT your data) may be made available to CSU officials for extra credit. Your identity/record of receiving compensation (NOT your data) may be made available to CSU officials for extra credit.

WILL MY DATA BE USED FOR FUTURE RESEARCH?

If you choose to take part in this study your private information collected for this study will not be used or distributed for future studies, even if we remove all identifiers linking you to your information.

CAN MY PARTICIPATION IN THE STUDY END EARLY?

It is okay if you want to leave early at any time. There are several reasons your participation could end early:

- If you wish to leave at any time you can leave at any time.
- If you no longer feel safe you can leave at any time without saying anything to researchers.
- If you cannot complete all parts of the game.
- If you are unable to complete a certain part of the study.
- If the researcher no longer feels safe during the study due to actions or behaviors displayed

If your participation ends early for any of the above reasons, we will inform you immediately and let you know the reason why you will not be allowed to continue. If you are participating in this study for extra credit in CS 464, you will not receive credit for those portions of the study you completed.

DO I HAVE TO TAKE PART IN THE STUDY?

Your participation in this study is voluntary. You may refuse to participate in this study or in any part of this study. You may withdraw at any time without prejudice to your relations with CSU. You are encouraged to ask questions about this study at the beginning or any time during the research study.

WHO TO CONTACT

For questions or concerns about the study, you may contact **Britta Maher** at **brittam@colostate.edu**.

For questions regarding the rights of research subjects, any complaints or comments regarding the manner in which the study is being conducted, contact the CSU Institutional Review Board at: CSU_IRB@colostate.edu.

PARTICIPANT CONSENT:

Your signature acknowledges that you have read the information stated and voluntarily wish to participate in this research. Your signature also acknowledges that you have received, on the date signed, a copy of this informed consent document containing ___ pages.

Signature of participant

Date

Name of participant

Signature of person obtaining informed consent

Date

Name of person obtaining informed consent