

Human-Computer Interaction Module Project

RESEARCH ETHICS: PARTICIPANT CONSENT FORM AND INFORMATION SHEET

Project title:

Evaluation of a smartphone game

Project information:

The overall objective of the evaluation is to come up with recommendations on how to improve/enhance people's experiences when playing the game. Participation is required to collect data which are the experiences. Each participant requires to carry out tasks that only involve interaction with the application, play the game and answer a questionnaire to reflect their experiences. The activity will take a round of the game and extra navigation through the application. Therefore, no longer than 30 minutes. The data collected will be used to compare with expert's evaluation and drawing up guidelines for design improvements. Any data collected will be stored anonymously and securely, not shared with anyone other than the researcher or the supervisor, and participants will not be identifiable in project outputs such as the presentation

Please circle as appropriate

1. I confirm that I have read and understand the project information and have had the opportunity to ask questions. ☒ Yes/No
2. I understand that my participation is voluntary and that I am free to withdraw at any time, without giving reason. ☒ Yes/No
3. I agree to take part in the above study. ☒ Yes/No

Name of Participant

Date

Signature

MURDAN BULUT

28.12.2019

Bulut

Contact details:

Researcher: Ege Bulut (eb431@sussex.ac.uk)

Supervisor: Dmitrijs Dmitrenko (d.dmitrenko@sussex.ac.uk)