**Human-Computer Interaction Module Project**

**RESEARCH ETHICS: PARTICPANT 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

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| --- | --- |
|  | 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 |
| 1. 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

**Contact details:**

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

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

**Guidelines for completing form**

*All consent forms must be checked by Dmitrijs Dmitrenko before use – email me (*[*d.dmitrenko@sussex.ac.uk*](mailto:d.dmitrenko@sussex.ac.uk)*) and I will get back to you as soon as I can.*

You will need to complete the provided form with information about your project, and choose whether or not to include the optional statements as appropriate to your project. More information on completing the form is given below.

**Project title:** Enter a short title for your project which sums up the purpose, e.g. ‘Designing a smart phone tool to support study activities”

**Project information:** Provide a longer description of your project and what you will ask the participant to do. This should include:

* What the aim of the project is (e.g. to design a tool to support communication between housemates).
* Why you are seeking input from participants (e.g. to find out how housemates normally communicate and whether they have any difficulties/ frustrations at present, or to test a prototype design of the new tool).
* What they will be required to do (e.g. to answer questions about their current household arrangements, or to interact with a prototype tool and give feedback on what could be improved).
* How long the activity is likely to take (e.g. no longer than 30 mins).
* How you will use the data collected (e.g. you will use it to establish requirements for the tool or to improve your design).
* A statement of how you will protect the participant’s anonymity and confidentiality (i.e. any data collected will be stored securely, not shared with anyone other than the project team or your supervisor, and participants will not be identifiable in project outputs such as the presentation).

**Optional statements:** Only include the statements about audio/video recording if you need to use these methods for the particular activity you are carrying out. You should think about what you will do if they say no to any of these – can you go ahead and make notes instead of recording. *NB: Statements 1-3 are not optional – if a participant answers no to any of these then they cannot take part in the user research.*

**Contact details:** Add the email address of one of the project team who can field any queries that might come up at a later date.