

Northeastern University, Khoury College of Computer Sciences

Name of Investigator(s): Seth Cooper

Title of Project: Engagement and Effectiveness in Human Computation and Entertainment Video Games

Version: v2024-05

Information Sheet

We would like to invite you to participate in a web-based online game. The game is part of a research study whose purpose is to examine how participants play games and analyze how different game designs can affect engagement and performance. You may receive different game designs than other participants. Your interaction data will be recorded and analyzed. You may be asked to answer some questions about your experience. This task may be open-ended but should take less than 60 minutes to complete any required portion.

We are asking you to participate in this study because you are a member of a crowdsourcing platform. **You must be fluent in English and at least 18 years old to participate.**

The decision to participate in this research project is voluntary. You do not have to participate and you can refuse to participate. Even if you begin the game, you can stop at any time.

The risks or discomforts to you for taking part in this study are low and are similar to participating in online games or surveys.

There are no direct benefits to you from participating in this study. However, your participation may help us learn more about engagement and performance in games.

For completing the task, you will receive a payment as indicated on your crowdsourcing platform.

Your part in this study is anonymized to the researchers. The only individually-identifying data we receive from Prolific are your unique identifier and your country. We will not save your unique identifier or any other information that could be used to uniquely identify you. We will not ask you any questions that could be used to uniquely identify you. Any reports or publications based on this research will use only anonymized data and will not identify you as being affiliated with this project. Data that are completely stripped of identifiable information may be made available online or shared with other researchers. Your de-identified information could be used for future research without additional informed consent. **Your data are also stored on Prolific's servers, and the data there are subject to Prolific's policies.** Some games are developed with Unity game engine, which has its own policies.

If you have any questions regarding electronic privacy, please contact Northeastern University's Office of Information Security via phone at 617-373-7901, or via email at privacy@northeastern.edu.

If you have any questions about this study, please feel free to contact Seth Cooper, email: seth.cooper.study@gmail.com, the person mainly responsible for the research.

If you have any questions regarding your rights as a research participant, please contact the Human Subject Research Protection, Mail Stop: 560-177, 360 Huntington Avenue, Northeastern University, Boston, MA 02115. Tel: 617.373.4588, Email: IRBReview@northeastern.edu. You may call anonymously if you wish.

This study has been reviewed and approved by the Northeastern University Institutional Review Board (#17-10-07).

Please note that the game may consume Internet data allocation if played on mobile devices, just as any other Internet game would.

By clicking on the "I Agree" link below you are indicating that you consent to participate in this study. Please print out a copy of this consent form for your records.

Thank you for your time.

Seth Cooper

I Agree