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| **Title of Game:** | **Pixel Protectors: Server Defense Sega** | |
| **Title of the Project:** | **Co-creation and evaluation of a digital game for educating children between 8-13 years old on cyber security and online safety** | |
| **Name of researcher:** | **Jamie Alan Champion** | |
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| **Name of Supervisor:** | | **Shujun Li** |
| **Contact of Supervisor:** | | **S.J.Li@kent.ac.uk** |
| **Contact for Ethics Officer:** | | **R.O.Kafali@kent.ac.uk** |
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**Introduction:**

I am Jamie Champion, a final year undergraduate studying Cyber Security at the University of Kent. This is my dissertation project contributing towards my final grade of my degree. I would like to extend a warm welcome to the world of "Pixel Protectors: Server Defence Saga," an innovative research project aiming to redefine how children aged 8-13 learn about online safety and cyber security. In this interactive journey, I invite you to become active participants in shaping an educational video game that blends entertainment and education seamlessly.

My primary goal is to co-create an engaging video game that not only captivates young minds but also imparts essential cyber security principles in a fun and exciting way. By involving parents, guardians, and the young players themselves in the development process, we aim to ensure the game not only entertains but becomes a powerful tool for instilling crucial knowledge about online safety. In "Pixel Protectors: Server Defence Saga," players assume the role of cyber guardians, defending a vital server from malicious attacks. The multi-faceted game-play ensures an immersive experience while reinforcing key cyber security concepts.

As technology becomes an integral part of children's lives, fostering a strong foundation in online safety is paramount. Traditional methods may not always resonate with the younger generation, and that's where this research steps in. We believe that by combining education with entertainment, we can create a game that not only teaches but also engages and excites young learners about the principles of cyber security.

I extend our heartfelt appreciation for considering participation in this research project.

**Invitation to Participant:**

Dear participant,

I extend an invitation to you to participate in our research project, "Pixel Protectors: Server Defence Saga." This initiative seeks to craft an educational video game dedicated to imparting crucial cybersecurity and online safety principles to children aged 8-13. Your support is pivotal, serving as a guiding force in the development process to ensure the creation of a game that not only entertains but safeguards and educates children effectively. I understand the age bracket for the game and yourself may not match, but your feedback would be essential in understanding how older age groups look view and understand the game.

**Purpose of the Research:**

Your participation in this research holds significant weight in shaping the future of online safety education for children aged 8-13. The primary objective is to collaboratively create an immersive and educational video game, "Pixel Protectors: Server Defence Saga," that transcends the conventional approach to cybersecurity awareness. By actively engaging in the development process, you contribute to the refinement of a game that not only entertains but becomes an instrumental tool in fostering a profound understanding of online safety among young minds. This research aspires to bridge the gap between entertainment and education, recognizing the importance of delivering cybersecurity principles in an engaging and accessible format. Your insights will guide the creation of a game that not only captures the attention of its young audience but also effectively imparts crucial knowledge about navigating the digital landscape securely.

**Expected Duration:**

Your participation will entail assessing and providing feedback on the game developed by the researcher, titled Pixel Protectors, providing feedback on design, difficulty, engagement, and testing. Additionally, the researcher asks you to play and feedback a similar survey on three selected Cyber Security games that the research will use to help evaluate the game that has been created as part of this research - this in optional. This will take place in your own leisure and time to full test and complete the survey will take no more than 20 to 25 minutes.

**What do I need to do:**

1. Follow the QR Code on this poster to the GitHub landing page
2. Download from GitHub a copy of the game and test it
3. Once you have tested the game, follow the link in the landing page to the survey
4. Complete the survey with no identifying information

**Voluntary Participation:**

Engaging in this research is entirely voluntary. You are under no obligation to partake, and you both retain the liberty to withdraw at any juncture without incurring any consequences.

**Research Organizers and Funding:**

This project is orchestrated by Jamie Alan Champion, an undergraduate student at the University of Kent. The project is not funded and forms a crucial segment of an undergraduate final project.

**Ethical Approval:**

This research project has received ethical approval from the University of Kent's Central Research Ethics Advisory Group (CREAG). This ensures that the research adheres to the highest ethical standards, prioritizing the well-being and privacy of the participants.

Reference Number: 0271223

**Risks and Benefits:**

Participating in this research presents no discernible risks.

**Data Protection and Privacy:**

All your personal data will be safeguarded with the utmost security and will not be disseminated to third parties. Data will be anonymized for reporting purposes, ensuring full compliance with the UK GDPR legislation. Your data will be stored on University Servers and deleted when the research as ended. No personal data will be collected from the survey directly, only your age. The only people who will have access to this information will be the Researcher, Jamie Alan Champion, and the Project Supervisor, Shujun Li. The examiner will have access to processed data and will not be presented with any personal data. Additionally, relevant IT Support Staff will have access to where the data is stored.

All personal information, such as email addresses, will only be collected should the participant reach out with a query, complaint, or a request to know the results of the study. No attempt will be made to link anonymous survey responses to email inquiries of this kind. Contact information for queries, complaints, or requests is provided at the end of this document. Please note that following the ‘Code of Practice for the Investigation of Allegations of Misconduct in Research’ as set out by the University, complaints, along will your email address, may be escalated as required. If you wish to communicate for the study, please contact with the email subject ‘Pixel Protectors | {Query\Request\Other}’, Ethics Officer Ozgur Kafali with the appropriate email subject. In any emails sent, you should not include any information in the body of the email that can be used to identify you e.g. quoting your responses verbatim. Although information has been given to contact the researcher directly, please avoid doing so to keep anonymity in the research results.

No attempt will be made to link the anonymous survey responses to any email enquires made or participants involved in the study.

**Contact Information:**

Should you have any inquiries regarding the research or your rights as a participant, please do not hesitate to reach out to Ethics Officer Ozgur Kafali. Emails can be found at the top of this document.

**Results of the Research:**

You will have the opportunity to receive updates about the findings of this research if you so desire. To stay informed, please provide your contact details to Project Supervisor Shujun Li who will pass this onto the Researcher, Jamie Champion, once the project is completed.

**Thank You:**

Thank you sincerely for considering participation in this groundbreaking research project.

**A copy of this information sheet is at your disposal for reference.**