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| Plain language statement |  |

**Project: User interactions with online puzzle games**

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# Introduction

# Thank you for your interest in participating in this research project. The following few pages will provide you with information about the project, so that you can decide if you would like to take part in this research. Please take the time to read this information carefully. At the end of the study you will be redirected to Prolific. As long as you remain active during this study, you will be paid according to the rate specified on Prolific.

# What is the research about?

# The aim of the study is to investigate problem solving behavior for puzzle problems. We are interested in how thinking plays a role in problem solving. We are also interested in other factors that affect online problem solving, such as the effect of breaks.

# What will I be asked to do?

# You will be asked to solve several puzzles of varying difficulty. Your behavior, including keystrokes and duration taken for each puzzle, will be recorded. You will be asked to complete a few surveys throughout the study. The entire study may take up to a maximum of 35 minutes, although on average it should take around 20 minutes to complete.

# What are the possible risks?

# It is unlikely that you will be exposed to any physical or psychological distress by participating in this project. You may experience moments of frustration or arousal while working on the problems. However, we emphasize that we are interested in problem solving behavior, not necessarily the completion of the problems. You will still be paid regardless of how many problems you solve.

# What are the possible benefits?

# The research aims to increase understanding of factors that promote problem solving. This will have implications for how to improve human problem solving. We cannot guarantee any specific individual benefit from the project.

# What if I want to withdraw from the research?

Your participation is voluntary. You are free to stop participation at any point. Your data will not be used if you withdraw early from the study.

# Privacy, Confidentiality, and Disclosure of Information

Data collected as part of this project will not be associated with any identifying information. A randomly generated ID will automatically be assigned and used to group your data. We have no way of tracing the ID to your personal identity. In any publication, information will be provided in a way so that no participants can be identified. Only group data will be shown.

All information gathered from participants will be kept securely. Electronic data will be password protected and stored on a database server. Only the primary researcher will have access to this data. The data will not include any personal identifying information. After completing the project, the data will be securely stored for five years at the University of Melbourne, after which the data will be destroyed.

# Results of the Project

The results of the project will likely be presented as part of a PhD thesis. It is also possible that the finding will be disseminated in a peer-reviewed journal and/or conference presentations.

# For further information

University of Melbourne, Department of Computing and Information Systems

Name of Investigator(s):

PhD student Mr. Mike Zhuang (mike.zhuang@unimelb.edu.au)

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This project has human research ethics approval from The University of Melbourne Project ID: 28212. If you have any concerns or complaints about the conduct of this research project, which you do not wish to discuss with the research team, you should contact the Research Integrity Administrator, Office of Research Ethics and Integrity, University of Melbourne, VIC 3010. Tel: +61 3 8344 1376 or Email: research-integrity@unimelb.edu.au. All complaints will be treated confidentially. In any correspondence please provide the name of the research team and/or the name or ethics ID number of the research project.