QMUL Ethics Filter – for research involving human participants

Complete this form electronically and submit to the ethics coordinator h.covill@qmul.ac.uk. You will receive an automated response upon submission; your supervisor will also receive a copy of your submission and may need to talk to you if they have concerns. You will receive an initial decision on the outcome of your application within 15 working days the possible outcomes are: a. Automatic approval b. Your application needs to be discussed with your head of department or supervisor or c. A full ethics application is required.

If you already know your research will require a full ethics application please complete the form found at:

http://connect.qmul.ac.uk/research/ethicscommittee/index.html

All questions with * must be completed.

Failure to complete this form accurately or falsify any information will result in the research not being indemnified by QMUL.

Any research involving NHS patients, human tissue, staff or premises should be submitted to http://www.nres.npsa.nhs.uk for ethical review via their online application form.

*Name	Fatima Abukar
Student Number if appropriate	110040530
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Programme of Study (e.g. Undergraduate Geography Programme, Taught Education Masters)	Undergraduate Computer Science Programme. 3-year programme.
*Department	Electronic Engineering and Computer Science
*Title of study	BSC Computer Science.

*300 word minimum summary of the research:

This undergraduate student project is linked with the Teaching London Computing project, lead by Professor Paul Curzon. The undergraduate project is developing software to simplify the development of computer games for beginner programmers in secondary schools. The 'software' is not a program that can be run but a library that is used in developing programs; the library simplifies the use of an existing library. As part of this project, we wish to get feedback from teachers on the suitability of the software for its intended purpose. We propose to do this by:

1. Preparing a number of worksheets of varying complexity. Each worksheet leads a

- learner through an exercise using the software. Accompanying documentation is also available.
- 2. Getting feedback from a small number of volunteer fellow students and rectifying any issues pointed out by them. The worksheets will then be made available on a public webpage.
- 3. Recruiting volunteer teachers to evaluate the suitability of the worksheets. We will do this using contacts from the Teaching London Computing project and other public forums.
- 4. Asking teachers to complete, if they wish to do so, an online survey on their experiences. A link to the survey will be sent to teachers who volunteer to complete the survey, with a most 1 reminder.
- 5. Inviting teaching to contribute their own experiences and work to a public forum if they wish to do so.

Although the worksheets are intended for classroom use, this project is not working with children but only with teachers. The teachers can choose to evaluate the worksheets in any way they wish, including their own person activity, adapting the materials for their own teaching or using them with change for teaching. However, this choice is guided by the teacher's professional expertise and is not influenced by us. We make clear how the materials have been developed and how mature they can be considered to be so that teachers are fully informed.

*Supervisor's (Principal Investigator) Name	Dr William Marsh
*Supervisor's email address	d.w.r.marsh@qmul.ac.uk
*I confirm that Queen Mary University London is responsible for this study and that I am not receiving any funding for this project (other than that provided by myself or through my course)	☐ Yes
If in receipt of funding – who is the funding body Level of funding	NA

If the answer is Yes to any of questions 1-13 an application to the full ethics committee will be required, the form can be found at http://connect.gmul.ac.uk/research/ethicscommittee/index.html

Principle

Yes

No
Comments

Are the participants under 16

No
Although the materials are developed for possible eventual class use, all our contact is only with teachers and not their pupils. We do not direct teachers

			in their responsibilities with their pupils.
2.	Could the participants be classified as vulnerable adults	No	The material developed is for teachers who are not classified as vulnerable adults. They are professionals and this project aims to get professional feedback on the material developed.
3.	Do the participants have learning difficulties	No	
4.	Does the research involve using or collecting human tissue	No	
5.	Could this research uncover illegal activities (drug use, immigration etc.)	No	
6.	Could this research cause stress or anxiety in the participant	No	The participants of this project are volunteers and can participate on their own accord. This project does not aim to cause anxiety or stress on participants, since teachers are free to drop out at any time.
7.	Will you be asking questions relating to issues of a personal sensitive nature	No	
8.	Could this research bring the University into disrepute	No	This project will be thoroughly checked by the student working on the project and the supervisor of this project before it is sent out for evaluation.
9.	Does the research involve the person taking a drug of any description –	No	

	even over the counter medicines			
10.	Does the research involve an intervention e.g. exercise, hypnotherapy	N	No	
11.	Does the research rely on covert observation of the participants	N	No	
12.	Will this research be conducted in the participants home	N	No	
13.	Will the participant be paid – not just expenses	N	No	
14.	Will the data collected be sent or used overseas	N	No	The data collected will only be used to make improvements on the final project. All improvements and data will be used at Queen Mary University, of London.

SUBMIT

Pro forma information sheet



Research study [Pygame Simplified]: information for participants

We would like to invite you to be part of this research project, if you would like to. You should only agree to take part if you want to; it is entirely up to you. If you choose not to take part there won't be any disadvantages for you and you will hear no more about it. Choosing not to take part will not affect your access to treatment or services in any way.

Please read the following information carefully before you decide to take part; this will tell you why the research is being done and what you will be asked to do if you take part. Please ask if there is anything that is not clear or if you would like more information.

If you decide to take part you will be asked to sign the attached form to say that you agree.

You are still free to withdraw at any time and without giving a reason.

Details of study:

Pygame Simplified is an undergraduate student project is linked with the Teaching London Computing project, lead by Professor Paul Curzon. The undergraduate project is developing software to simplify the development of computer games for beginner programmers in secondary schools. The library this project uses is called Pygame. This project is Pygame Simplified. As part of this project, we wish to get feedback from teachers on the suitability of the software for its intended purpose.

Pygame Simplified is a simplified library of existing Pygame. This library is written in Python and its intended use is for Python. The aim of the project is to build an API such that:

- Teachers will have a great teaching resource, through Pygame Simplified:
 - o Participants will be engaged into programming.
 - o Participants will find programming in Pygame simplified motivating.
 - o Participants will find programming interesting applications much easier.

Pygame Simplified is currently on a public website, where the library for Pygame simplified can be downloaded. The Pygame Simplified website also provides installation instructions and resources for teachers use. Pygame Simplified can be found at the following website:

http://webprojects.eecs.qmul.ac.uk/fa303/pgs/index.html

As Pygame Simplified is to be used by teachers, feedback by teachers is valued. A questionnaire for teachers to fill out after they have used Pygame Simplified has been designed. This questionnaire is voluntary just like evaluating Pygame Simplified is. All the questions on the questionnaire are also voluntary. The questionnaire can be found at:

https://www.surveymonkey.com/s/FMK2SW9

Detailed comments by teachers can be posted (if they wish to) on a blog set up for Pygame Simplified. This blog is linked to the Pygame Simplified website, for simplicity here is the link:

http://webprojects.eecs.gmul.ac.uk/fa303/pgs/blog.html

It is up to you to decide whether or not to take part. If you do decide to take part you will be given this information sheet to keep. Participants can give consent to participating in the evaluation of Pygame Simplified by completing the questionnaire. Participants are free to drop out of participating in this evaluation at anytime that they wish.

If you have any questions or concerns about the manner in which the study was conducted please, in the first instance, contact the researcher responsible for the study. If this is unsuccessful, or not appropriate, please contact the Secretary at the Queen Mary Ethics of Research Committee, Room W117, Queen's Building, Mile End Campus, Mile End Road, London or research-ethics@qmul.ac.uk.