 **PARTICIPANT INFORMATION AND INFORMED CONSENT**

Project Title: Group Communication Experiment

Investigators: Mark Atkinson, Greg Mills, Kenny Smith

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**What is the purpose of the project?**

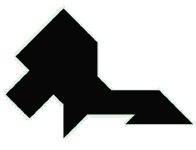
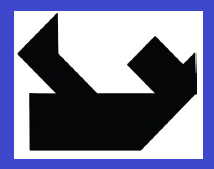
We are investigating how people communicate about unfamiliar objects.

**What do I have to do?**

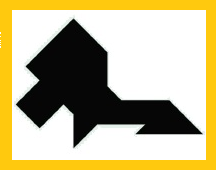
You are going to play a communication game in a group of three people. You will see a number of shapes on your screen, and your task is to work with your teammates so that you all select the same 9 shapes. You do this by describing shapes to your teammates, and by trying to match the descriptions you are given to the shapes you can see.

You will see two windows: the game window and the chat box. The game window contains the shapes you need to describe and match. These shapes have been shuffled differently for each person. You use the chat box to talk to your teammates.

In the game window you will see a number of shapes. Most will have no border (like the one on the left below) and 3 will have a blue border:

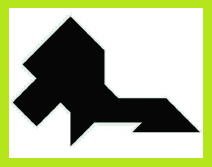
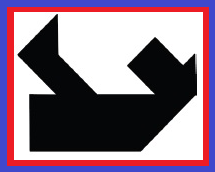
Each person has a different set of 3 with a blue border. You can also select shapes by clicking on them. A selected shape will then be highlighted by an orange border, like this:



Your task is to select the shapes that are highlighted in blue on your partners’ screens, and to get them to select the shapes that are highlighted in blue on your screen. To finish the round, every participant must have 6 selected shapes . Any one of you can then end the round by clicking the “Select” button at the bottom of the screen.

At the end of the round, you will be told how well you have done. A green border means you got that shape right, and a red border means you got it wrong.

In the example below, you successfully matched the shape on the left, so it has been given a green border. But one or both of your teammates didn’t match the shape on the right, so it has been given a red border:

You will also be given a group score (out of 9). The group score may be lower than the number of green borders you see on your screen, as you only get a group point if everybody gets that shape right! Your task is to get as high a group score as possible.

The game screen will then be reset for the next round.

If you have any questions, you may ask the investigator now. Otherwise, if you are happy to take part in the experiment, please fill in the form below.

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| --- | --- |
| *please tick   where applicable* | |
| I have read and understood the above participant information. | |  | | --- | |  | |
| I have had an opportunity to ask questions and discuss this study, and if I asked any questions I have received satisfactory answers. | |  | | --- | |  | |
| I understand I am free to withdraw from the study at any time, without having to give a reason for withdrawing, and without prejudice. | |  | | --- | |  | |
| I confirm that I am a native speaker of English and that I agree to take part in this study. | |  | | --- | |  | |
| I would like to receive feedback on the overall results of the study at the email address given below. I understand that I will not receive individual feedback on my own performance.  Email address…………………………………………………………………… | |  | | --- | |  | |

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| Signature of participant ....................................................... Date.....………………..  Age (in whole years) ....................................................................  (NAME IN BLOCK LETTERS) ....................................................………………………. |

 **PARTICIPANT DEBRIEF**

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| Project Title: Tangram Communication Experiment  Investigators: Mark Atkinson, Greg Mills, Kenny Smith  Contact details: m.d.atkinson@sms.ed.ac.uk |
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| **1. What was the purpose of the project?**  This experiment has two parts. The first part looks at the role of shared knowledge in communication.  It’s been claimed that if people have different amounts of common knowledge, they will communicate in different ways. If they share a lot of information, they will use shorter, but more complex, ways of describing unfamiliar things. We are running two versions of this experiment to see if this is true: in one version every member of the group sees the same set of shapes; in the other version only half the shapes are the same for the whole group. We predict that in the second case, the group will use longer, but simpler, descriptions.  The second part looks at the role of speaker identity.  We are looking at whether or not changing the identity of the person someone is talking to affects how well they can communicate with them. Toward the end of the experiment, we swapped the names of your teammates – you might have noticed people were behaving oddly in the last round, or maybe not! There are two theories as to what should happen: one suggests that this should make no difference to how you communicate about the shapes; the other suggests that this change may make the task more difficult. We want to see which is right. |

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| **2. How can I find out about the results?**  A summary of the results will be emailed to you within a few weeks of completion of the study if you have provided your email address. |

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| **3. What will happen to the information I have provided?**  Your data will be analysed and the anonymised results made available to the investigators and their research groups, as well as potentially being included in a PhD thesis and future publications. Data will usually only be presented in a generalised form, but if individual responses are referred to, you will remain anonymous. |

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| **4. Have I been deceived in any way during the project?**  Yes. Toward the end of the experiment, the identity of your teammates was swapped. When you thought one of them was talking, it was actually the other one. You have not been deceived in any other way. |

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| **5. If I change my mind and wish to withdraw the information I have provided, how do I do this?**  You can either speak directly to the experimenter now, or contact him by email at any point in the future. |