

Lab standardized calibration slides & introduction

• Version: 1.0

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Online-testing example slides

- •These are example slides that our lab uses at the beginning and the end of the testing session. We created this version to give you a better sense of how a full study set looks like!
- •On our Github repository (link), you can find other versions of these slides, in separate files.
- How to use the slides:
 - Each slide's notes have explanations about its purpose/function. In brackets we put example scripts that researchers can use (e.g., [Researcher: Can you look at this video and give me a thumbs-up if you can hear the sound?])



Part 1: Before the study

The following slides serve to:

- Welcome parents and children to the study (slide 4)
- Obtain <u>consent</u> (slides 5-6)
- Set up the screen and audio (slides 7-15)
- Warm up with the child (slide 16)
- Signal the <u>start of the study</u> (slide 17)
- Note: When we talk to parents and children, we usually refer to our studies as "games"

Welcome!



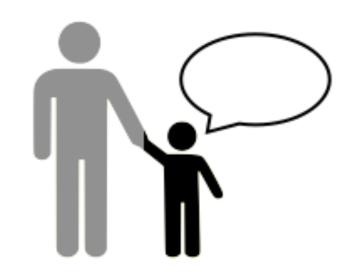
About today's game



10 minutes



Meet Granny and her friends!



What does your child think?



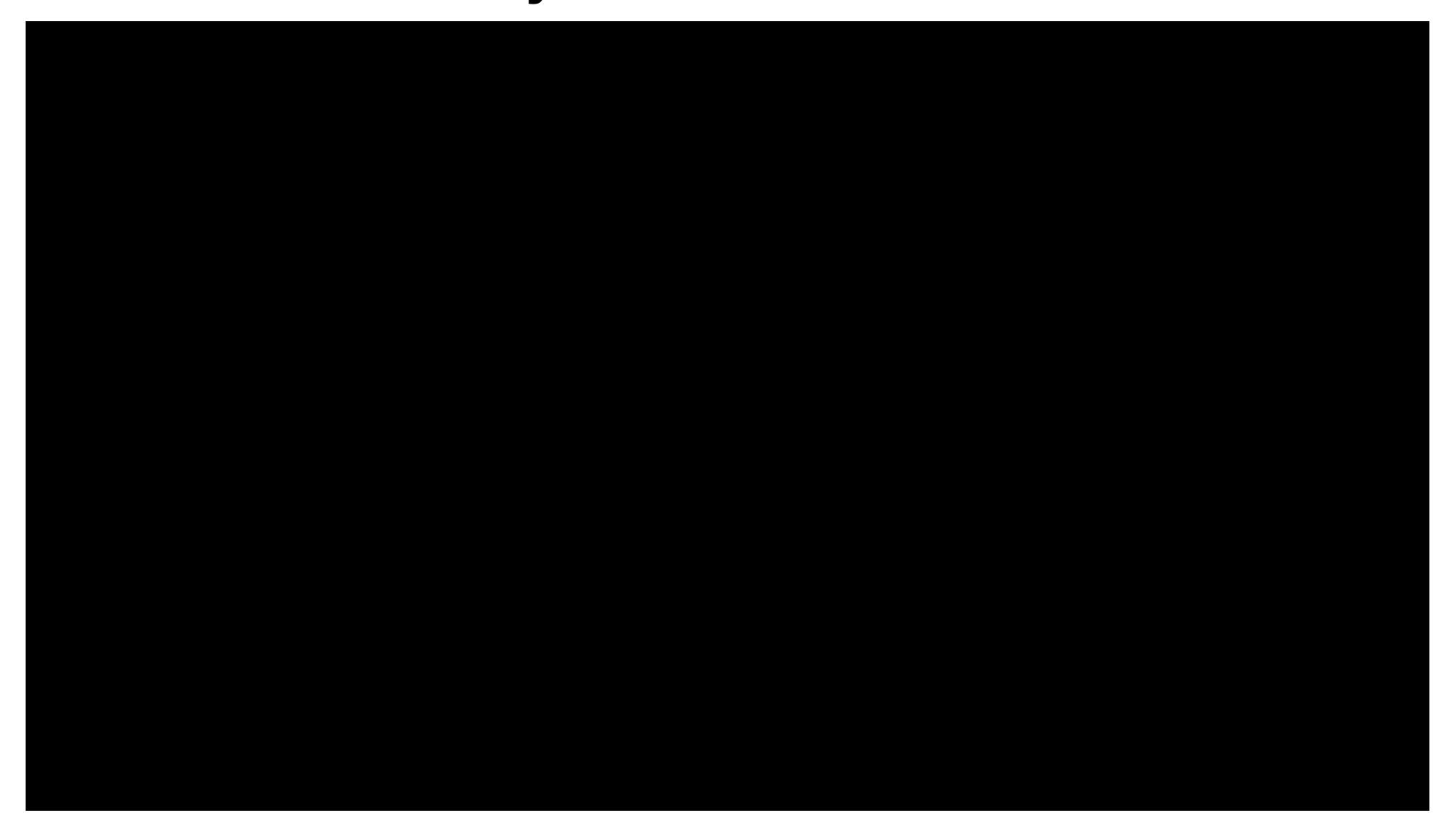
This game will be recorded.

Verbal Consent

Today is :ptember 13, 20
My name is [NAME].
I give consent for my child [CHILD'S NAME]
to participate in the study.
I understand that I or my child may stop
participation at any time.

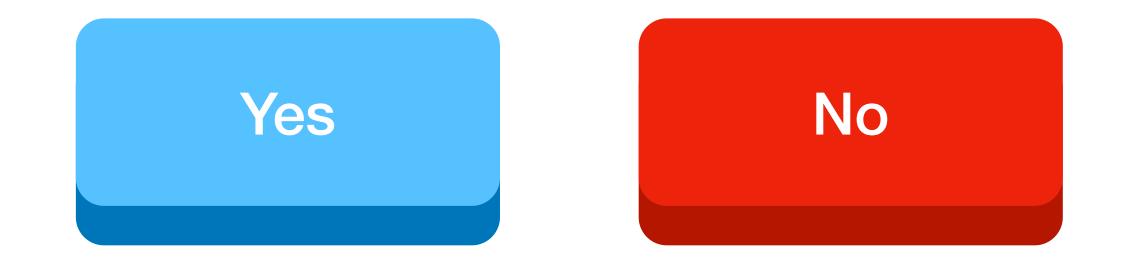
The IRB determined that the permission of one parent is sufficient for research to be conducted under 45 CFR 46.404, in accordance with 45 CFR 46.408(b).

Can you hear this video?

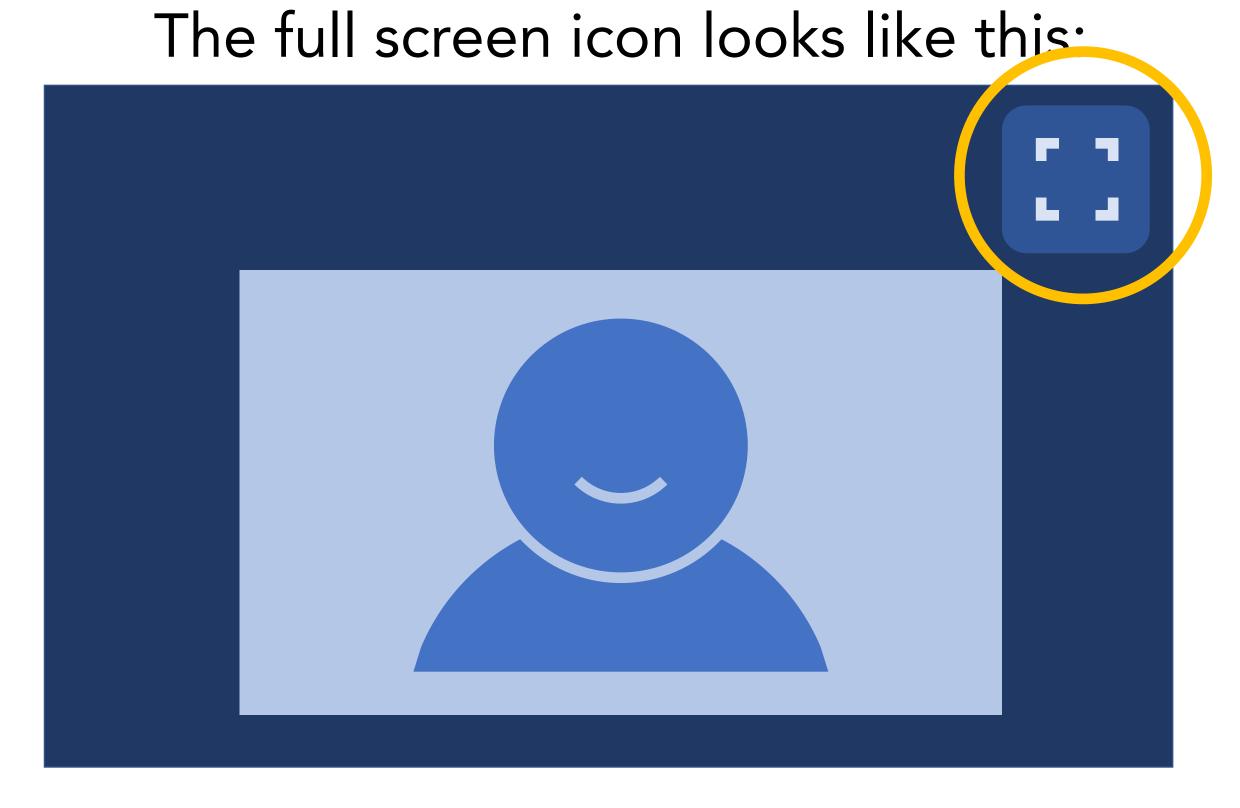


Step 0: Device and screen size?

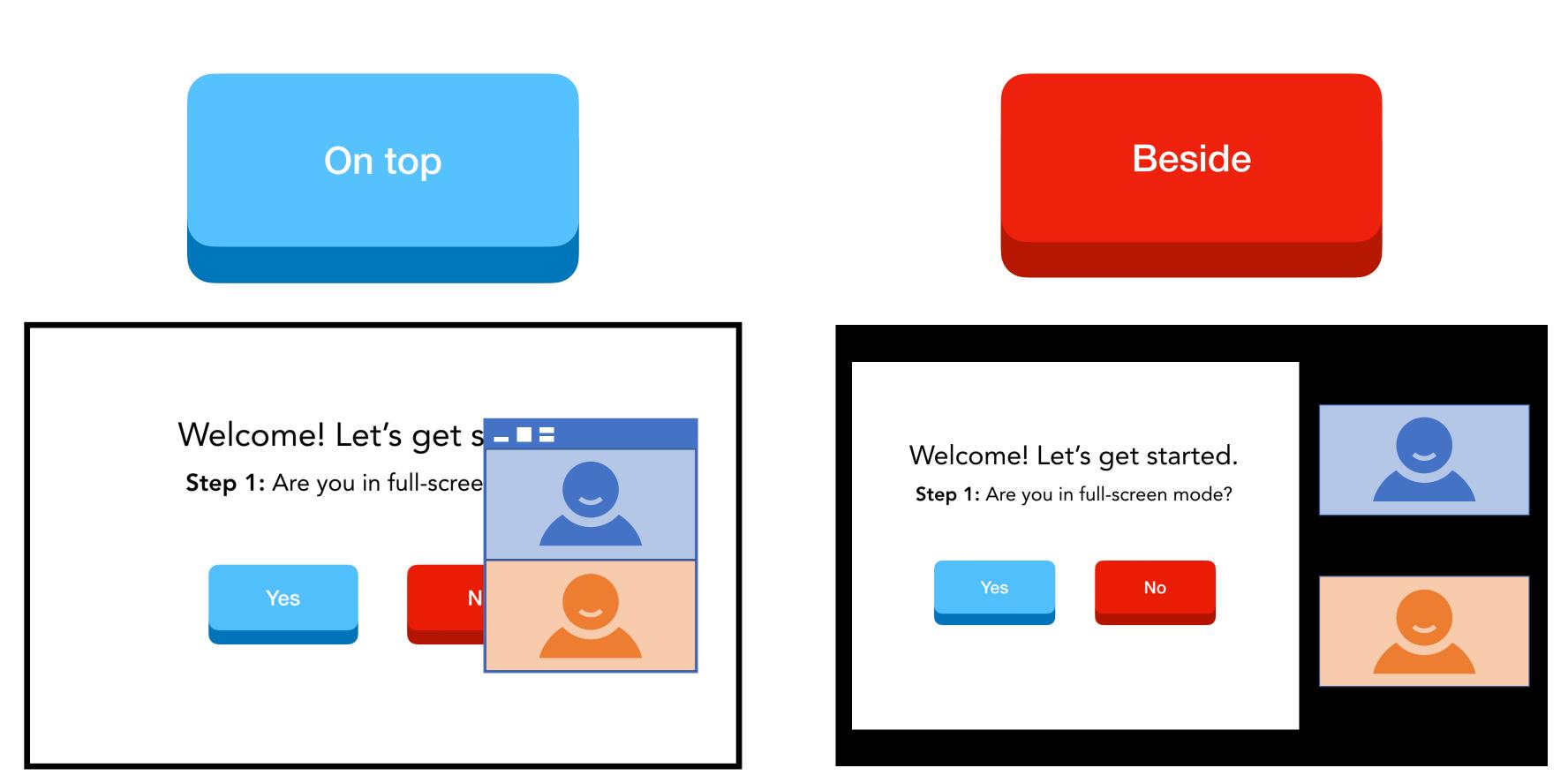
Step 1: Are you in full-screen mode?

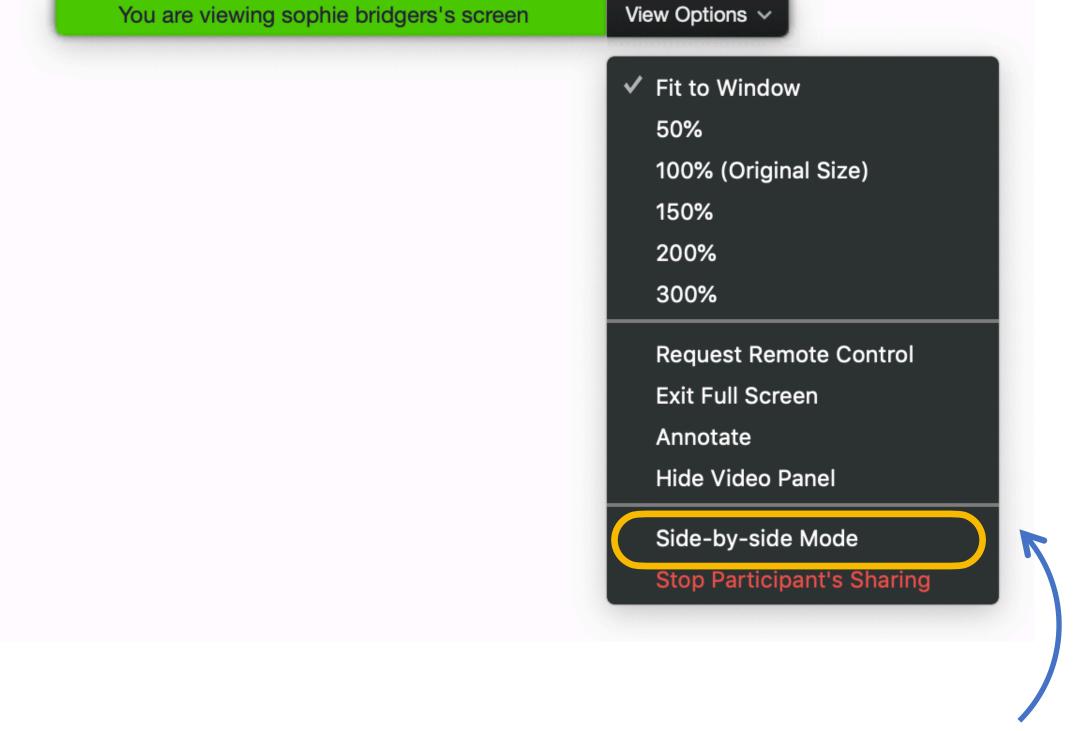


Please enter full screen mode.



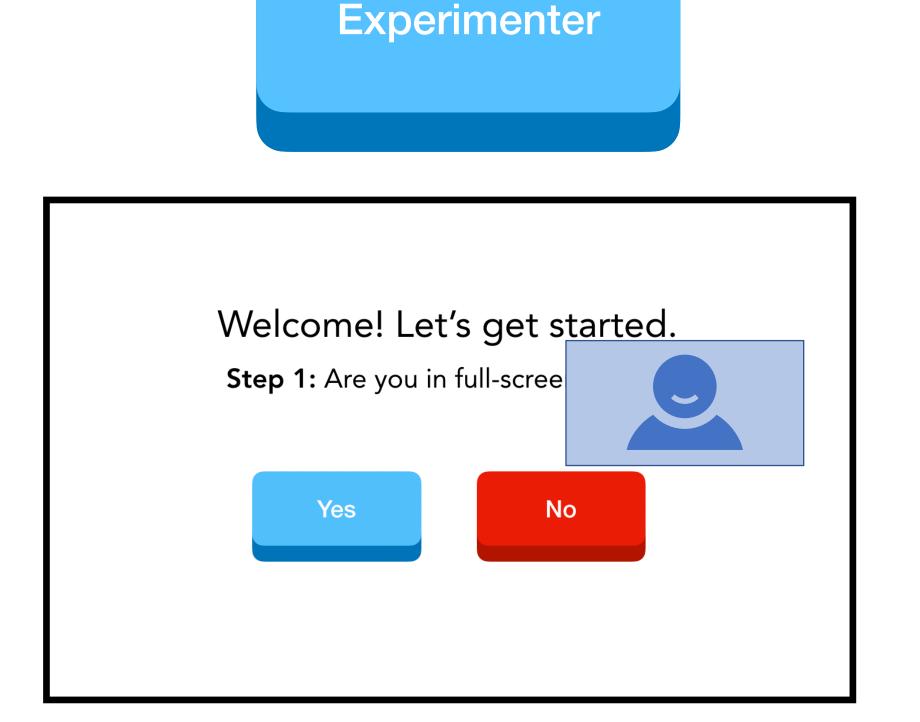
Step 2: Do you see our videos floating **on top** of the slides or anchored **beside** the slides?

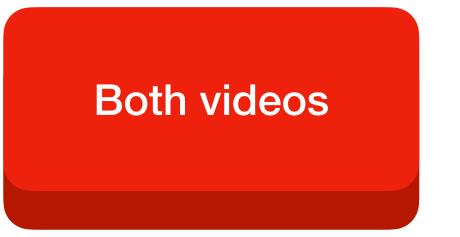


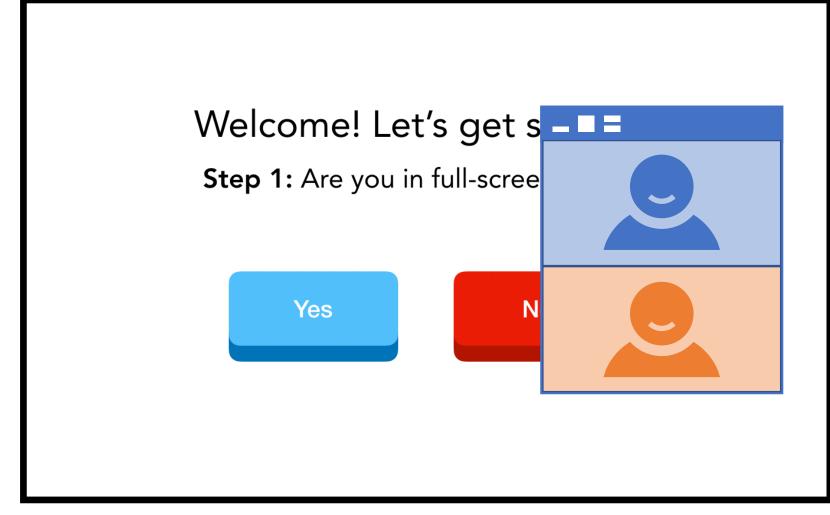


You should see our videos floating on top of this slide. (If you are in side-by-side mode, please disable it in View Options!)

Step 3: Can you see **both** of our videos on the screen, or just the **experimenter**?

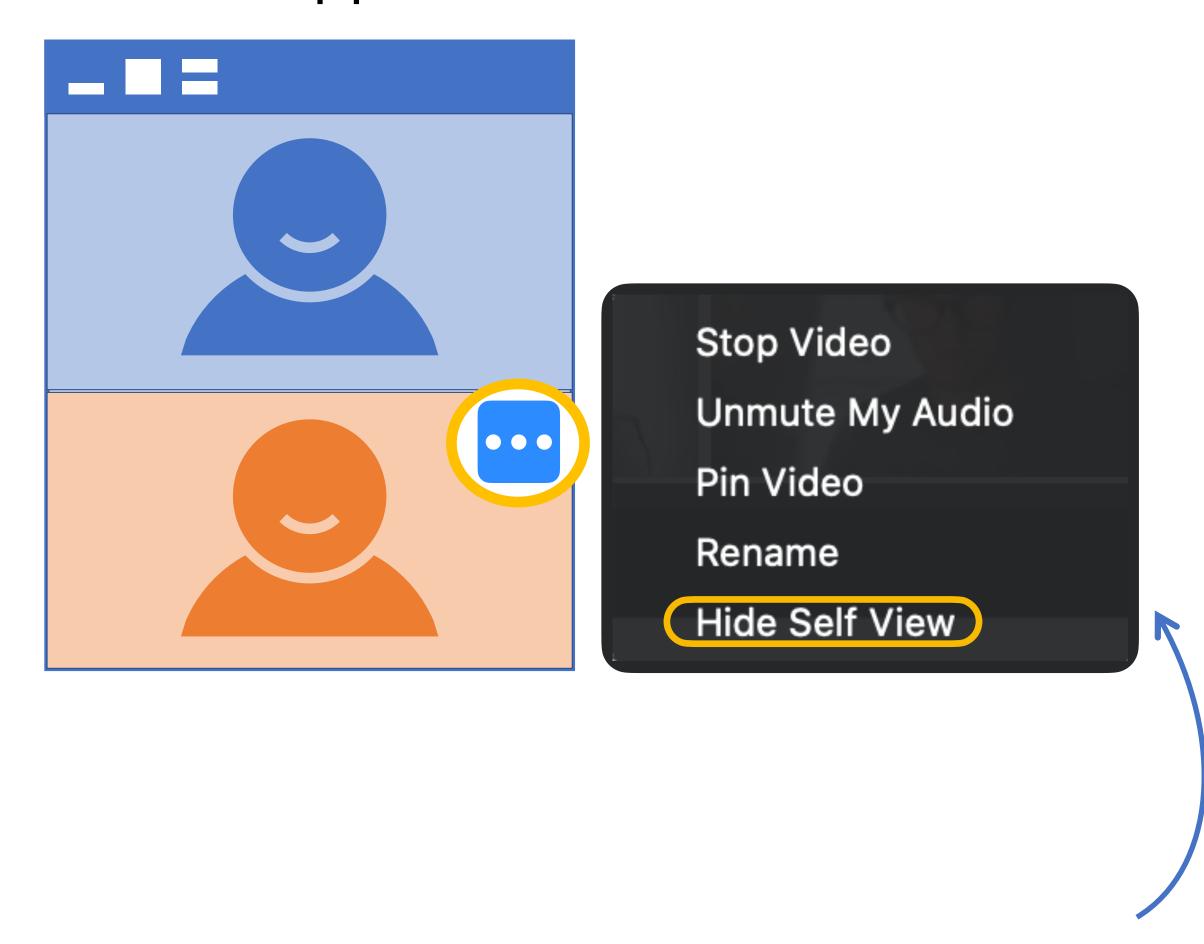




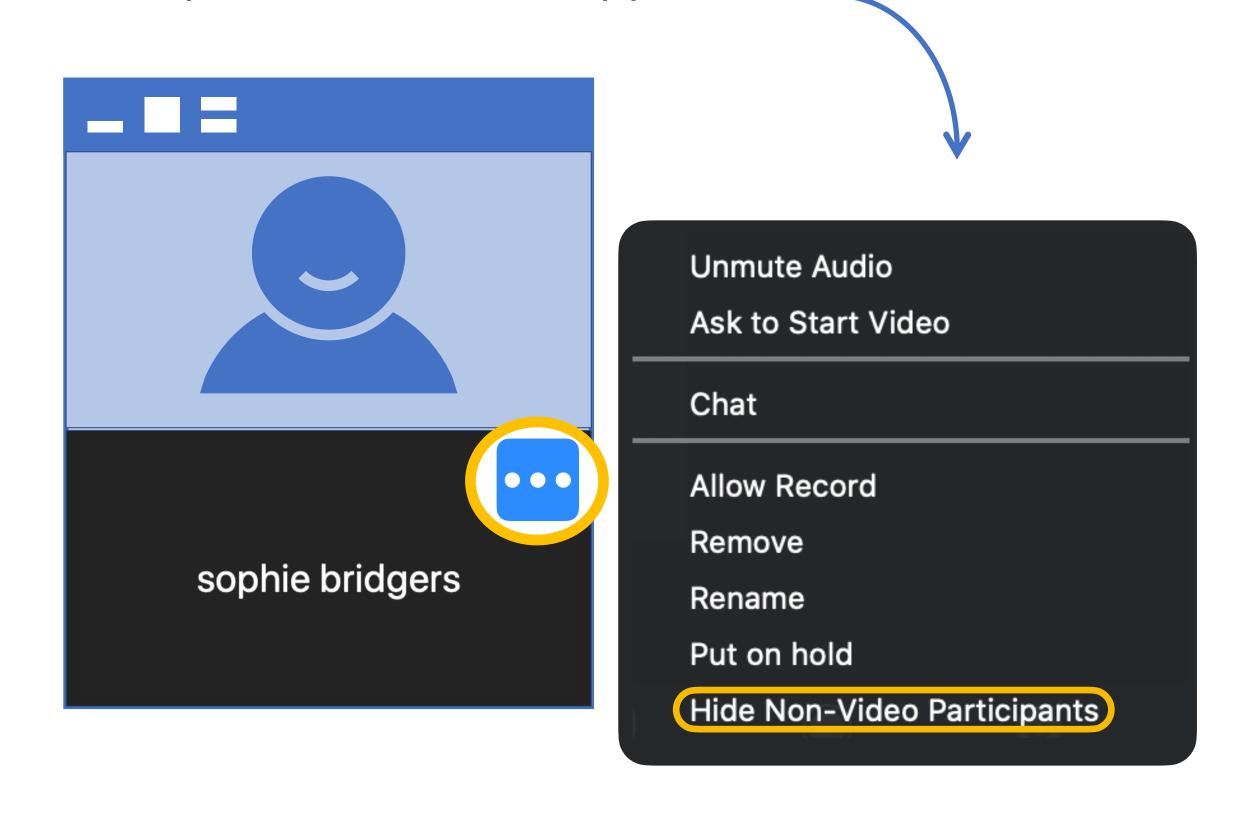


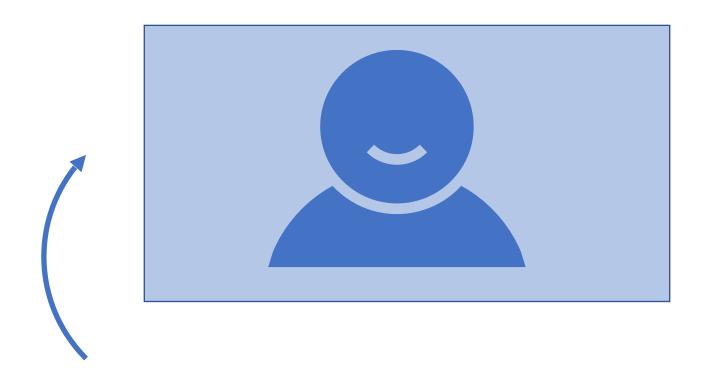
Move your mouse over the upper right corner of your video.

Hover over the blue and white ellipsis and select Hide Self View from the dropdown menu that appears.



Move your mouse over the upper right corner of the non-video participant. Hover over the blue and white ellipsis and select **Hide Non-Video Participants** from the dropdown menu that appears.

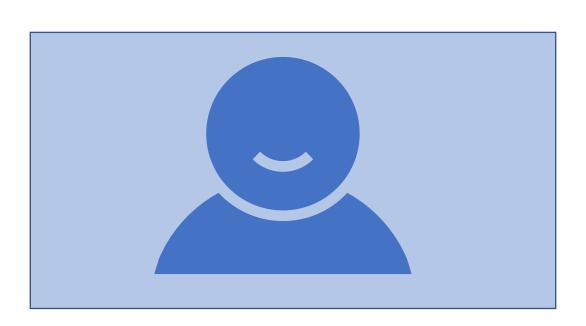




Step 4: Move my video here!

^{*} For this slide, researchers can change the video screen location to suit their studies.



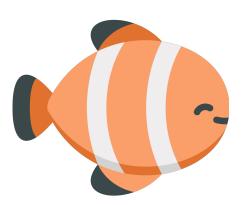




What am I looking at?







^{*} For this slide, researchers can change the video screen location to suit their studies.

Let's get started!



Part 2: During the game

Place your study slides here! Some tips for running online studies:

- It is especially important to be engaging and effusive during online games.
- You can use your gaze, animations, and sound effects to direct the child's attention around the screen.
- If you have videos: Ask the child to tell you when the video has stopped. There may sometimes be significant lag.

Your study slides go here



Part 3a: After the game (Full version)

The following slides serve to:

- Signal the <u>end of the game</u> (21)
- <u>Debrief</u> parents and children (22)
- Gather <u>feedback</u> from parents (23-26)
- Have parents select or confirm their <u>level of consent</u> for video recordings (27)
- <u>End</u> the call (28)

For a shorter, streamlined version of these slides, please skip to slide 28.

Thanks for playing my game!

We have some questions for you to help improve this testing experience for other parents and children!

1. Do you have any questions about the study?

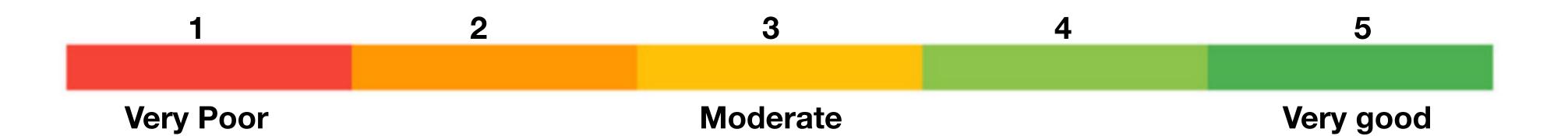
2. How was the video quality?



3. How was the sound quality?

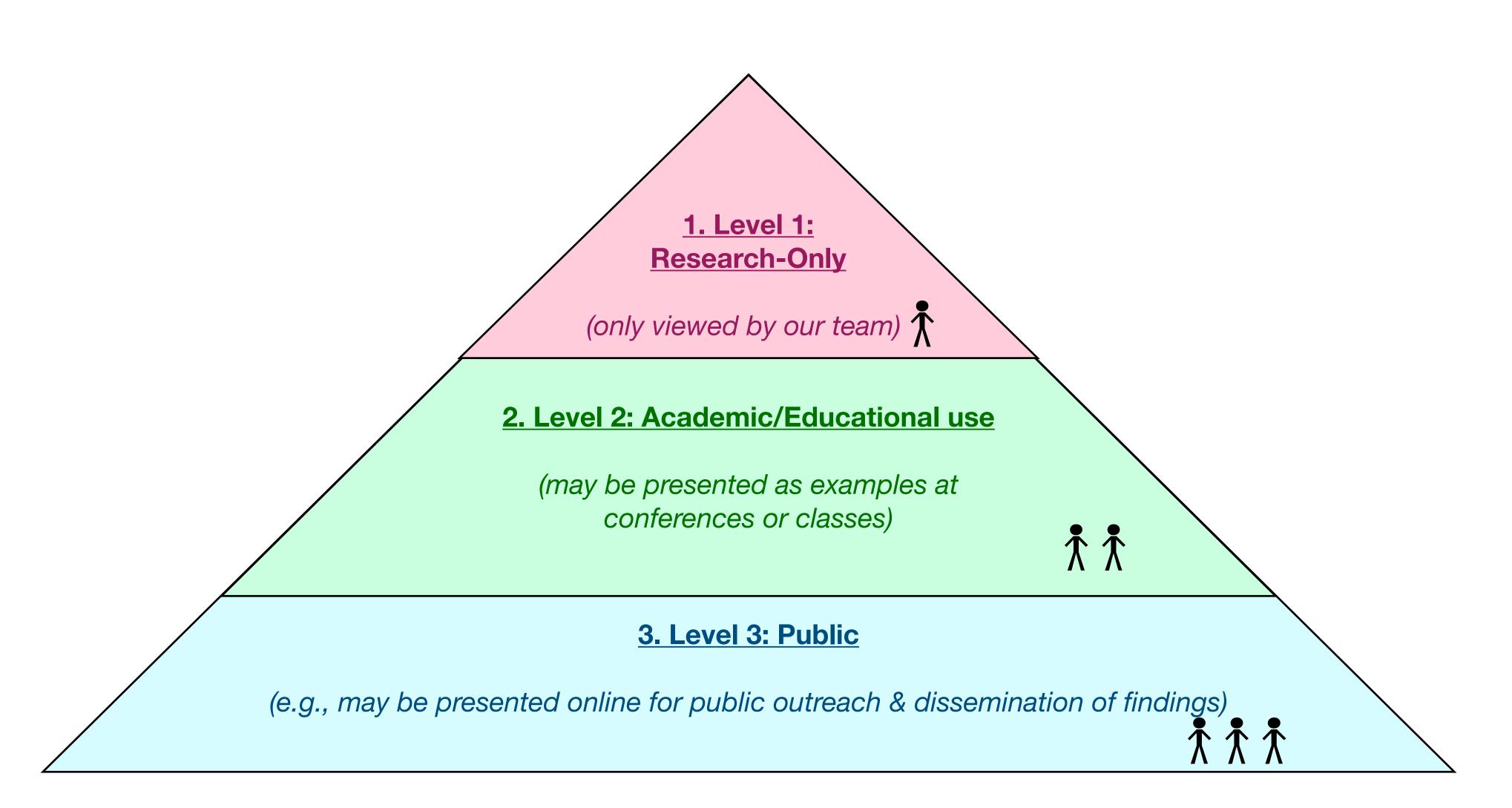


4. How engaging was the activity for your child?



Participant Recording Options

Please choose a level of consent option for your child's video







Part 3b: After the game (Short version)

This version is often more suitable for younger children. The following slides serve to:

- Signal the <u>end of the game</u> (30)
- <u>Debrief</u> parents and children and gather <u>feedback</u> (31-33)
- Have parents select or confirm their <u>level of consent</u> for video recordings (34)
- <u>End</u> the call (35)

Thanks for playing my game!

We have some questions for you to help improve this testing experience for other parents and children!

How much did you like the game today?



- 1. Do you have any questions about the game?
- 2. Were there any problems with the video quality?
- 3. Were there any problems with the sound quality?

Participant Recording Options

Please choose a level of consent option for your child's video

