

Web Information Form:

**UNIVERSITY OF WASHINGTON
WEB INFORMATION FORM
Game Interface and Performance**

Researchers:

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Please note that we cannot ensure the confidentiality of information sent via e-mail.

Investigators' statement

We are asking you to be in a research study. The purpose of this consent form is to give you the information you will need to help you decide whether to be in the study. Please read the form carefully. You may ask questions about the purpose of the research, what we would ask you to do, the possible risks and benefits, your rights as a volunteer, and anything else about the research or this form that is not clear. When all your questions have been answered, you can decide if you want to be in the study. This process is called "informed consent."

PURPOSE OF THE STUDY

The purpose of the study is to help understand how the design of game interfaces affects people's behavior when they play games.

STUDY PROCEDURES

If you choose to participate, we will ask you to play at least two rounds of an online game, and/or until you choose to stop playing. You will be randomly assigned to one of five study conditions related to goal setting. This study might take you ten to twenty minutes depending on when you decide to stop.

RISKS, STRESS, OR DISCOMFORT

You may experience some stress from trying to achieve a high score in the game. You may also feel that monitoring your score intrudes on your privacy. You may feel you are being judged because your performance is being recorded and will be analyzed for the purpose of this study. We discuss these privacy concerns in the *Other Information* section of this consent form.

BENEFITS OF THE STUDY

We hope that the results of this study will help people design solutions to goal setting applications. While we hope the game will be enjoyable, you may not directly benefit from taking part in this research study.

OTHER INFORMATION

Taking part in this study is voluntary. You can end your participation in the study at any time.

We will keep the study information anonymous. We will record your identifying information separately from your score. None of game scores can be traced back to

you. We will store this data on a password-protected computer. We may want to show portions of this data when we communicate the results of our research. We may share this information at conferences, in university classes, in meetings with companies and individuals with whom we work, and in books or other written forms.

You will be enrolled into a lottery one of three Amazon.com gift cards (one \$50 gift card and two \$25 gift cards) for your participation in this study. If you would like to be enrolled into the lottery, we will need your email in order to inform you the result of the lottery. Odds of winning each prize will depend on the total number of participants, but will be no worse than 1/500. The drawing will be conducted within four weeks of the end of our data collection, and no later than 30 September 2014. Christina Chung will conduct the drawing at Sieg Hall on the University of Washington Seattle campus. The winner of the lottery will be notified via email on the day of the drawing. We will delete all stored email addresses after the gift cards have been awarded. You may skip any part of the study and remain eligible for the drawing.

Participant's statement

If you have questions about the research, please contact Christina Chung at cfchung@uw.edu. If you have questions about your rights as a research subject, you can call the UW Human Subjects Division at (206) 543-0098. If you would like a copy of this information form, you [can download a PDF](#) or save this web page by choosing "file --> Save as".

[Yes, I want to continue the study](#)

[No, I want to quit now.](#)