**Information Sheet For Participants**

UCL Research Ethics Committee Approval ID Number: 5998 007

**YOU WILL BE GIVEN A COPY OF THIS INFORMATION SHEET**

**Title of Study:** Hand Embodiment in Virtual Reality

**Department:** Computer Science

**Name and Contact Details of the Principal Researcher:**

Sebastian Friston

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1. **Invitation Paragraph**

You are being invited to take part in a research project. Please take your time to read through the following information sheet, ask any questions you may have, and decide if you wish to take part.

1. **What is the project’s purpose?**

This project aims to determine how the appearance of a users’ avatar affects hand embodiment in virtual reality.

1. **Why have I been chosen?**

You have been chosen because you responded to an advert in a participant pool. This study is open to anyone 18 or over, who has not drunk alcohol in the past 6 hours, and who does not have epilepsy.

1. **Do I have to take part?**

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. You may withdraw from the study at any time, without giving a reason and without it affecting any benefits that you are entitled to.

If you have completed any part of the study, it will not be possible to remove your data already collected since we only collect anonymous data.

1. **What will happen to me if I take part?**

After reading this information sheet, if you tell us you choose to take part, you will put on an Oculus Rift VR headset and participate in a short VR experience. You will find you are in a virtual supermarket. You will first be asked to complete a simple object grasping task to get familiar with your virtual body, and then act as a cashier.

The entire experiment should take about 20 minutes: a 5-minute induction, 3 minutes to adjust to the equipment, 3 minutes training (grasping task), 4 minutes on the check-out task, and 5 minutes debriefing and filling in the questionnaire.

1. **Will I be recorded and how will the recorded media be used?**

No recording in this experiment.

1. **What are the possible disadvantages and risks of taking part?**

VR has the potential to cause simulator sickness. If you feel any discomfort, please inform the researcher immediately. There is no risk from using the VR headset.

1. **What are the possible benefits of taking part?**

You will be paid £7.5 travel expenses. You will still be entitled to this if you choose to withdraw.

1. **What if something goes wrong?**

If you have any issues or would like to make a complaint, in the first instance contact the Researcher, Zhe Wang – zczlzw1@ucl.ac.uk. If you wish to escalate your concern further, contact the Principal Investigator, Sebastian Friston – [sebastian.friston.12@ucl.ac.uk](mailto:sebastian.friston.12@ucl.ac.uk). If you wish to escalate your concern further, contact the Head of Group Anthony Steed - a.steed@ucl.ac.uk. If you wish to escalate your concern further, contact the Chair of the UCL Research Ethics Committee - ethics@ucl.ac.uk.

1. **Will my taking part in this project be kept confidential?**

All logs from the apparatus are completely anonymous. There will be no record of whether or not you took part.

1. **What will happen to the results of the research project?**

The anonymised data from the apparatus will be used to determine how the appearance of a users’ avatar affects hand embodiment in VR. If you would like to receive a copy of any resulting publications, please inform the researcher.

1. **Who is organising and funding the research?**

This study is being organised and funded by the Computer Science Department of UCL.

1. **Contact for further information**

Zhe Wang, zczlzw1@ucl.ac.uk, 07478 707512

**Thank you for reading this information sheet and for considering to take part in this research study.**