

**Participant Information Sheet (Game User Testing)**

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| **Title** | *An introductory guide to developing narrative-based learning games for Australian collections educators* |
| **Short Title** | A guide to developing learning games for Australian collections |
| **Project Number** | 205625 |
| **Project Sponsor** | Australian Government Research and Training Scholarship |
| **Chief Investigator/ Principal Investigator** | Sophia Booij |
| **Supervisor** | Associate Prof. Erik Champion |

# Introduction – What does my participation involve?

Your child/dependant is invited to take part in this research project, which is called “A guide to developing learning games for Australian collections”. They have been invited as part of their class, who will play Karrawirraparri Journey, a game developed in partnership with the History Trust of South Australia using the introductory guide.

This Participant Information Sheet tells you about the research project. It explains the processes involved with taking part. Knowing what is involved will help you decide if you want your child/dependant to take part in the research. Please read this information carefully. Please ask questions about anything that you don’t understand or want to know more about via email.

Participation in this research is voluntary. If you don’t wish for your child/dependant to take part, they don’t have to and can play the game regardless. If you decide you are happy for them to take part, you will be asked to give consent through signing a consent form and your child/dependant will be asked to give verbal consent on the day.

By signing you are telling us that you:

* Understand what you have read
* Consent for your child/dependant to take part in the research project
* Consent to the use of their information as described
* You will be given a copy of this Participant Information Sheet to download

# What is the purpose of this research?

This project aims to understand the current perspectives of professionals in the Australian collections industry towards learning games (also known as educational games) and use this data to build an introductory guide to the game development process. Learning games are currently underused by Australian collections, and this research seeks to see more engaging games developed by those already working within this field. There has been very little written on learning game development processes in Australia, particularly where collections are concerned, with this project working to build up case studies and resources in this area. The project incorporates a test-game user evaluation study with the History Trust of South Australia, to be included in the final guide. At the end of this project, there will be a publicly available guide for game development aimed at collections professionals, that sets out the design process from prototyping to publication and accommodates for differences in budget and educational intent.

This research is part of a PhD project at the University of South Australia, and is supported by the Australian Government Research and Training Scholarship.

# What does participation in this research involve?

Participation in this research involves your child/dependant playing Karrawirraparri Journey, a game about the biodiversity of the River Torrens (Karrawirraparri means Red Gum Forest river) and Kaurna ways of knowing and caring for Country.

They will be asked to fill in two short surveys, one before and one after they play the game. This is to measure the learning outcomes of the game (i.e. did they learn what we wanted them to? Why or why not?) as well as any changes in their opinions after playing the game. The survey will include questions about their name, age, and experiences playing the game. Each survey should take around 5 minutes to complete. During the game play, your child/dependant will also be asked for their perspectives and thoughts by the researcher, and their game play may be recorded (via videos and photographs) for the researcher to analyse after the session and/or publish as part of the research project. This recording will only occur if you have given permission through the permission form, and your child/dependant agrees on the day.

The overall project is expected to run from 2023 to 2025, with these user testing sessions occurring in 2024.

# What are the possible benefits of taking part?

We cannot guarantee or promise that you or your child/dependant will receive any direct benefits from this research; however, possible future benefits may include ensuring that any games made by collections using the researcher’s guide are fun and relevant to your child/dependant, and that the test game in particular is edited according to their feedback.

# What are the possible risks and disadvantages of taking part?

It is not anticipated that there are any risks to participation in this study beyond those encountered in your child/dependant’s everyday life.

# Do I have to take part in this research project?

Participation in any research project is voluntary. If you do not wish your child/dependant to take part, they do not have to. If you do decide they may take part, you will be given a copy of this Participant Information Sheet to keep if you so wish.

You or your child/dependant are free to decline to complete the surveys or to withdraw from the study at any point while completing the survey, without affecting either of your relationships with the researchers, the University of South Australia, or the History Trust of South Australia, either now or in the future. Once your child/dependant submits their surveys, however, we are unable to remove their responses as it will be impossible to identify their completed surveys.

# What will happen to information about me?

By allowing your child/dependant to take part in this user-testing, you consent to the researcher collecting and using information about/from them for the research project. Any information about them (i.e. their name) obtained in connection with this research project will be de-identified, so it cannot be linked back to their identity. Information collected or used will be stored as non-identifiable (anonymous) data and only be accessible by the researcher. Their information will be used for the purpose of this research project and potentially for future related research projects (for which ethics approval will be sought). All data will be stored on the researcher’s hard drive or the university storage cloud in password-protected, digital format for a minimum of 5 years.

# What if something goes wrong?

If you or your child/dependant has had any issues with the game, the testing session, or with this research in general, please contact either the lead researcher or her primary supervisor via email or phone. You could also contact your child/dependant’s teacher or the provided History Trust of South Australia contact.

# What happens when the research project ends?

A summary of project results in full will be available in 2025 through the researcher’s PhD thesis, and available via the project website (<https://gamesforcollections.wordpress.com/>). Individual results are unable to be provided due to the anonymous nature of the testing, however teachers may opt to have a summary of feedback and resulting edits to the game provided for their class, to show what their impact has had on the research.

# Who is organising and funding the research?

This research project is being conducted by Sophia Booij. It is being funded by the Australian Government’s Research and Training Scholarship and the History Trust of South Australia.

You will not benefit financially from your involvement in this research project even if, for example, knowledge acquired from your child/dependant’s information proves to be of commercial value to the University of South Australia. In addition, if knowledge acquired through this research leads to discoveries that are of commercial value to the University of South Australia, the researchers or their institutions, there will be no financial benefit to you or your family from these discoveries. No member of the research team will receive a personal financial benefit from your child/dependant’s involvement in this research project (other than their ordinary wages).

# Who has reviewed the research project?

The ethical aspects of this research project have been approved by the Human Research Ethics Committee (HREC) of the University of South Australia as required by the Australian government research requirements, specified in the National Statement on Ethical Conduct in Human Research (2007 - updated 2018). This statement has been developed to protect the interests of people who agree to participate in human research studies.

# Further information and who to contact

The person you may need to contact will depend on the nature of your question. If you want any further information concerning this project or if you have any problems which may be related to your child’s/dependant’s involvement in the project, you can contact either the researcher or the UniSA Human ethics officer.

**Research contacts**

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| --- | --- |
| Name | Sophia Booij |
| Position | PhD Researcher |
| Telephone | +61 423488480 |
| Email | sophia.booij@mymail.unisa.edu.au |

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| --- | --- |
| Name | Erik Champion |
| Position | Primary Supervisor |
| Email | erik.champion@unisa.edu.au |

**History Trust of South Australia contact**

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| Name | Michelle Fulham |
| Position | Manager, Education Programs |
| Telephone | 08 8151 3253 |
| Email | mfulham@history.sa.gov.au |

If you have any complaints about any aspect of the project, the way it is being conducted or any questions about being a research participant in general, please contact:

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| Reviewing HREC name | University of South Australia Human Research Ethics Committee |
| HREC Executive Officer | Human Ethics Officer |
| Telephone | +618 8302 6330 |
| Email | [humanethics@unisa.edu.au](mailto:humanethics@unisa.edu.au) |