

Title of Project: Pet Project (ORE #41046)

Research Team (University of Waterloo): Rina Wehbe, Mary Alyssa “Ally” Suarez, Arnold Dian “AJ” Abistado Jr., Dr. Lennart Nacke, & Dr. Edward Lank

Research Team (Carnegie Mellon University): Eshita Kar, Sue Lee, & Dr. Jessica Hammer

Summary of the Project: Participants will play a game and will be asked about experiences in the game and using the large display.

Procedure:

You are invited to participate in a research study about mental health literacy and awareness. Study participants will be asked to play a game on their mobile devices and on a public large digital display. The game will be in the theme of a snowball fight. Within their mobile device, they can build their own pets and learn about mental health through a variety of mini-games. Participants will be invited to view the large display to view important features about the snowball fight and post anonymous positive comments about mental health that will be curated by the researchers. Researchers will collect data by conducting naturalistic observations on how participants interact with the large display and by collecting game statistics from the mobile application such as quiz scores, surveys/questionnaires, total play time, etc.

Your participation in this study is voluntary. Your actions around the large display may be observed in person by the researchers as a part of the data collection and analysis for this study. You may choose to not access the components of the game featured on the large display and only participate through playing on the mobile device. You may decline to respond to questions if you wish. You may withdraw your participation at any time during the data collection process without penalty. Note to withdraw your data, please inform the researcher at the time of your departure. Upon notification, your account will be deleted. Any data collected from your participation will be stored without your game handle or any other personally identifiable information and will not be used in the study.

Over the year of 2020, the researchers will run rounds of the game live on the large display to collect data. A live game may not be supported after 2020. The game application will be available on your mobile devices until you choose to delete it or until it can no longer be supported by the source (Google Play Store or App Store). After the year of 2020, the researchers will archive a copy of the game on the website to make the science and stimulus transparent.

Confidentiality and Data Security:

All identifying information you provide is considered completely confidential. Your name will not appear in any publication resulting from this study; however, with your permission anonymized quotations may be used. In these cases, participants will be referred to using

generic labels (P1, P2, ...).

The data will be initially recorded in a virtual machine storage/processing system managed by the University of Waterloo Computer Science Computing Facility or a Private server. If a backup is made or the data is downloaded off the cloud for processing, it will be stored on a password protected drive or computer. The hardware would be kept in an area of limited access such as a locked cabinet. Electronic data will not include personal identifying information such as names, but may include information like game handles. Participants will only be identified through generic labels (P1, P2,...). The data will be anonymized, and we will have no master code list linking the consent to the data. The data will be stored for a minimum of seven (7) years.

Moreover, the researchers of this study will be using cloud software to facilitate collaboration and secure storage of the results. We acknowledge risks with online transfers and data storage.

When information is transmitted over the Internet, privacy cannot be guaranteed. There is always a risk your responses may be intercepted by a third party (e.g., government agencies, hackers). The host of the system storing the data such as Google Drive, Rev.com and others may collect this information without our knowledge and make this accessible to us. We will not use or save this information without your consent.

As researchers, we do our best to keep your data safe. If you are uncomfortable participating, you may uninstall the application and your data will no longer be collected. To withdraw from the study, please inform the researchers to have your account deleted. Upon notification, any data collected from your participation will be stored without your game handle or any other personally identifiable information.

Remuneration:

There is no remuneration for the study.

Risks and Benefits:

The anticipated risks from participation in this study includes psychological or emotional risks such as feeling distressed or upset/triggered with the content of the game. There are also risks in online transfers and data storage. These risks include data being intercepted by a third party (e.g. hackers) and system hosts (eg. Google Drive) collecting the stored data without our knowledge. The direct benefits of participating in this study include acquiring more knowledge about mental health and how to be a supportive community member. The study intends to contribute to making a warm community while allowing participants to learn through playing a fun game. The results of this research may contribute to the knowledge base of Human-Computer Interaction research and lead to the development of better computer devices and interfaces for community settings.

Research Ethics Clearance:

This study has been reviewed and received ethics clearance through a University of Waterloo Research Ethics Committee (ORE#41046). If you have questions for the Committee contact the Office of Research Ethics, at 1-519-888-4567 ext. 36005 or ore-ceo@uwaterloo.ca.

Thank you

This project is part of a greater Ph.D. research project. Thank you for your assistance in this project.

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CONSENT FORM

By signing up for this application, you are not waiving your legal rights or releasing the investigator(s) or involved institution(s) from their legal and professional responsibilities.

Project: Pet Project

I have read the information presented in the information letter about a study being conducted by Rina Wehbe under the supervision of Jessica Hammer, Edward Lank and Lennart Nacke. I have had the opportunity to ask any questions related to this study, to receive satisfactory answers to my questions, and any additional details I wanted.

I am aware that I may allow anonymized quotes to be used in teaching, scientific presentations, publications, and/or sharing with other researchers with the understanding that I will not be identified by name. I am aware that I may allow excerpts from the conversational data collected for this study to be included in teaching, scientific presentations and/or publications, with the understanding that any quotations will be anonymous.

I am aware that I may withdraw my consent for any of the above statements or withdraw my study participation at any time during my participation without penalty by advising the researcher. I am aware that after the completion of the data collection session my data will be stored without identifying information and I will be unable to withdraw it.

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