



Instructions

This packet contains:

- 1 Recruitment Letter
- 2 Consent Forms, one from Hunter College and one from New York University
- 1 Video Release Form

Please read the recruitment letter, which describes the project we are asking you to participate in. If you decide to participate, please make sure to sign both consent forms. If we are taking video data from your class, please also sign the video release form. **Your participation in the study is completely voluntary and in no way affects your grades for this or any other class**

Thank you,

Values at Play





Recruitment Letter

Mary Flanagan, Associate Professor
Director, Tiltfactor Laboratory
Department of Film and Media Studies
School of Arts and Sciences
Hunter College, City University of New York
695 Park Avenue, 482 North Building
New York, NY 10021
Phone: 212.650.3219

Helen Nissenbaum, Professor
Department of Culture and Communication
Steinhardt School of Education
New York University
239 Greene St, 7th floor
New York NY 10003
212.998.5807

Dear Participant:

An exciting new research project has begun at New York University and Hunter College in the area of game design, and we'd like to invite you to participate. The study, "Values at Play: Integrating Social Factors into Design," considers the ways in which different goals, beliefs, and attitudes are integrated into the design of computer games as people create them.

The goal of this collaboration is to develop a Toolkit that helps game designers make more diverse and innovative kinds of games. Our primary goal is to develop the best Toolkit we possibly can to put game design in context. The study is part of a research project funded by the National Science Foundation. The project is led by Dr. Helen Nissenbaum, a philosopher and ethicist at New York University and Dr. Mary Flanagan, an artist and designer at the Tiltfactor Lab, Hunter College.

This research project involves the study of how game designers think about video games and how they approach the process of designing them. You have been selected due to your interest in game design and by virtue of your enrollment in a video game design or video game-related class.

We will conduct the study with approximately 100 university students at the following institutions: New York University, Hunter College (CUNY), Georgia Institute of Technology, University of Southern California, and University of California Santa Cruz. Our evaluation begins with the establishment of a baseline regarding your pre-existing knowledge, attitudes, and intentions regarding social values such as equity and fairness and social values as they are represented in video games. Using an on-line survey, we will ask about demographic information such as age, ethnicity, and level of education, in addition to asking you a few questions about your previous experience with video games. The survey will present you with a hypothetical design scenario and ask you to think about how you might respond to the situation. You will be given approximately thirty minutes for the initial survey during the first class and thirty minutes for a survey after the study.

During the class, you will be asked to maintain an on-line design journal (a blog) that is accessible only to members of your class (including the instructor) and members of the research team. We will provide you with a series of questions that relate directly to the design methodology to which you will be introduced in this course. You should feel free to write as much or as little as you choose in this blog. Your class grade is in no way contingent upon your participation in this project, so you are free to express yourself in any way you choose using the journal and we encourage you to do so.

Upon completing the class, we will ask you to participate in a two-hour focus group to discuss your experiences during the class. We will videotape the interviews to expedite data collection. You will have the right to review all or any portion of the tape and request that it be destroyed.

In our study, we will avoid the use of ethnic/racial analyses of data if there is a possibility that the identity of a subject's responses could be discerned either by the subject or by other members of the community. Because the study invites many participants across institutions, we will only report ethnicity information if fewer than 30% of the participants are of an ethnic minority from one site to ensure subject privacy; if the sample includes fewer than 30% individuals from an ethnic minority, we will not report the research results in that category in any way affiliated with the institution at which it was collected to protect participant identity.

All of the information obtained from you will be kept in strict confidence. Names and other identifying information will be deleted prior to data analysis and will not be included in any published reports. The only people who will have access to your data are members of the Hunter College/New York University research team. No personal identifiers will/can be linked to the data. All materials will be kept in a locked file cabinet in the researcher's locked office, 7th floor of 239 Greene Street (Dr. Nissenbaum's office) to which only the principle investigators have access. The researchers will keep the data for three years. After that, all materials will be destroyed.

Your participation in the study is completely voluntary. Only the researchers and your professor will know that you participated in the study. You can withdraw at any point from the study with no negative consequences whatsoever. We are aware of no risks associated with your participation in the study beyond those in everyday life. Your professor will know which

students are participating in the study, and you may discontinue participation at any time without penalty or loss of benefits or services to which you are entitled. You do not have to answer any question that makes you uncomfortable. If you decide not to be in the study at any time, there will be no effects on your grades. To your benefit, you may become well versed in an emerging aspect of the game design field through participating.

Further, should you give us your permission, you will have the opportunity for game design students at other research institutions to view the game prototypes that you develop in this class.

We believe that this research will lead to improvements in game design and game design education. If you wish to learn about the results of the study once it is completed, Professors Nissenbaum and Flanagan will give this information upon request. The research will inform the development of Toolkit, and academic articles may be written about the results. The development of this software is for research purposes, and is unlikely to have economic consequences.

We hope that you will agree to participate in the study by signing the attached consent form and returning it to your instructor as soon as possible. If you have questions about the study, you can contact the researchers: Professor Flanagan at 646.642.6408 (e-mail mary.flanagan@hunter.cuny.edu) or Professor Nissenbaum at 212.998.5251 (e-mail: hfn1@nyu.edu). You should contact the NYU Office of Human Subjects (UCAIHS) 212.998.4808, if you have questions regarding your rights as a subject or if you feel you have experienced a research-related injury.

Thank you very much for your time and cooperation and we look forward to your participation!

Sincerely,

Helen Nissenbaum, New York University

Mary Flanagan, Hunter College, City University of New York

NYU Steinhardt

Steinhardt School of Culture, Education, and Human Development

DEPARTMENT OF CULTURE AND COMMUNICATION



Consent Form

You have been invited to take part in a research study about whether values can be consistently and systematically integrated into the video game design process. Dr. Helen Nissenbaum, a faculty member of the Department of Culture and Communication, Steinhardt School of Education, New York University and Dr. Mary Flanagan, a faculty member of the Department of Film and Media Studies, Hunter College, City University of New York, will lead this study.

You must be at least age 18 in order to participate in this study.

If you agree to be in this study, you will be asked to do the following:

1. Complete a survey about your background (age, gender, education, game playing experience, etc.) at the beginning of the class and at the end of the class;
2. Maintain an on-line blog throughout the duration of the class;
3. Submit a game prototype for evaluation by the research team at the end of the class;
4. Participate in a two-hour focus group at the end of the class.

Your interviews during the focus group will be videotaped. You may review these tapes and request that all or any portion of the tapes that includes your participation be destroyed.

The amount of time that you participate in this study will be determined by the amount of time that you spend posting to your blog, which should not exceed two hours per week over the course of the class. The focus group will last for two hours and will occur after the completion of the course.

There are no known risks associated with your participation in this research beyond those of everyday life. This research may help the investigators understand whether values can be consistently and systematically integrated into the video game design process. To your benefit, you may have the opportunity (if you choose, by giving us your consent) to have design students at other education institutions view the game prototype that you design for this class.

Confidentiality of your research records will be strictly maintained by assigning self-generated user names to each participant so that data is never directly linked to individual identity. Additionally, your blog will be viewable only by members of your class and by the research team at New York University and Hunter College; all others will be forbidden to access the blog.

Your responses during the focus group will be kept confidential by the researchers, but the researcher cannot guarantee that others in the group will do the same.

Participation in this study is voluntary. You may refuse to participate or withdraw at any time without penalty. For interviews, questionnaires, or surveys, you have the right to skip or not answer any questions you prefer not to answer.

Nonparticipation or withdrawal will not affect your grades or academic standing. You may withdraw from this study at any time without any penalty.

If there is anything about the study or your participation that is unclear or that you do not understand, if you have questions or wish to report a research-related problem, you may contact Dr. Helen Nissenbaum at 212.998.5251 (e-mail: hfn1@nyu.edu), New York University, 239 Greene St., East Building, 7th Floor, New York, NY 10003, or Dr. Mary Flanagan at 646.642.6408 (email: mary.flanagan@hunter.cuny.edu), Hunter College, 695 Park Avenue Room 433HN, New York, NY 10021.

For questions about your rights as a research participant, you may contact the University Committee on Activities Involving Human Subjects, New York University, 15 Washington Place, #1-A, New York, New York, 10003, at human.subjects@nyu.edu or 212.998.4808.

By signing below, you certify that you are at least age 18.

You have received a copy of this consent document to keep.

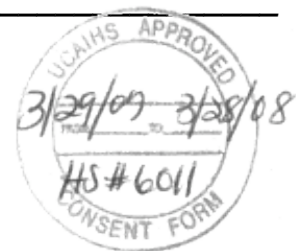
Agreement to Participate

Your name (printed): _____

Your signature: _____

Today's date: _____

Your date of birth: _____



Consent Form

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1. Complete a survey about your background (age, gender, education, game playing experience, etc.) at the beginning of the class and at the end of the class;
2. Maintain an on-line blog throughout the duration of the class;
3. Submit a game prototype for evaluation by the research team at the end of the class;
4. Participate in a two-hour focus group at the end of the class.

Approximately 100 undergraduate and graduate students will participate in this study, all of whom will have been recruited based on their enrollment in a video game design or video games-related class.

Your interviews during the focus group will be videotaped. You may review these tapes and request that all or any portion of the tapes that includes your participation be destroyed. You will have the right to review all or any portion of the tape and request that it be destroyed. The focus group will be held in an office at Hunter College. All of the videotaped material will be maintained in a secure database to which only the researchers and you will have access via passwords. You will be able to access your material (but not that of other participants) at any time and can elect to withdraw your agreement to have your video footage

analyzed and discussed at your discretion. If you choose to have your footage removed, we will immediately remove the entire taped segment from the database and rely on the printed transcript in order to analyze and discuss the material from the group. The original footage, on videotape, will be kept in a locked file cabinet in the faculty member's office. To protect the privacy of the group members, please refrain from speaking to others about what is said within the group. ^A your focus groups will know what you said, confidentiality cannot be g

PROTOCOL #:
HC- D307 11177

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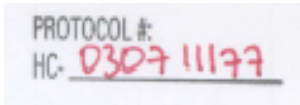
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You may contact the Hunter College IRB Office at 212.650.3053, if you have questions regarding your rights as a subject or if you feel you have been harmed as a result of your participation in this research.

By signing below, you certify that you are at least age 18.

You have received a copy of this consent document to keep.



Agreement to Participate

I have read (or have had read to me) the contents of this consent form and have been encouraged to ask questions. I have received answers to my questions. I give my consent to participate in this study. I have received (or will receive) a copy of this form for my records and future reference.

Your name (printed):

Your signature:

Today's date:

Your date of birth:

Researcher's name (printed):

Researcher's signature:

Today's date:

HUNTER COLLEGE OF C.U.N.Y
COMMITTEE FOR THE PROTECTION
OF HUMAN SUBJECTS
APPROVED:
FROM 3/19/12 TO 3/19/08

Hunter College Video Recording Release Form

Protocol #: HC-030711177

Researchers: Dr. Mary Flanagan, Dr. Helen Nissenbaum

Title: Values at Play—Integrating Social Factors into Design

The videotapes can be studied by the research team for use in the research project.

Initials: ____

The videotapes can be shown to subjects in other experiments.

Initials: ____

The videotapes can be shown at meetings of scientists interested in the study of video game design, education, and values in technological systems.

Initials: ____

The videotapes can be shown in classrooms to students.

Initials: ____

The videotapes can be shown in public presentations to non-scientific groups.

Initials: ____

The videotapes can be shown on television and aired on the radio.

Initials: ____

I have read the above description and give my consent for the use of videotapes as indicated above. I have also been given a separate consent form.

Participant's Name: _____ Signature: _____ Date: _____

Researcher's Name: _____ Signature: _____ Date: _____