

THE UNIVERSITY OF MELBOURNE

DEPARTMENT OF COMPUTING AND INFORMATION SYSTEMS

PROJECT TITLE:	Between Cardboard and Computer: Modern European Boardgames and Digital Convergence
RESPONSIBLE RESEARCHER:	Dr Martin Gibbs
OTHER RESEARCHERS:	Melissa Rogerson, Dr Wally Smith

We would like to invite you to participate in a research project about your experience playing Modern European Boardgames, such as Ticket to Ride, Settlers of Catan, or Agricola, as a tabletop game and on computers, tablets and Smartphones.

The aim of this study is understand how playing boardgames on digital devices such as computers, tablets and Smartphones transforms the experience of play. This research is being conducted as part of Melissa Rogerson's PhD research and is supervised by Dr. Martin Gibbs and Dr Wally Smith.

You must be aged 18 or over to participate in this research project.

What Will I Be Asked to Do?

Should you agree to participate, you will be asked to participate in a three-stage research project.

The first stage is an interview, which will take less than an hour and occur at a time and place that suits you. With your permission, we will take an audio recording of your interview. If you cannot meet with the researcher in person, the interview could be conducted via instant messaging, private mail (for example, GeekMail, PMs on Forums or Email) or audio chat (for example, Skype or telephone).

The second stage of the research is for you to keep a diary over a two week period, noting when you play boardgames during that time, whether in person or on a digital device. We'd like you to take a photo or screenshot when something particularly exciting or interesting happens.

The last stage is for us to interview you again. This will be a shorter interview, again less than one hour and at a time and place that suits you. This interview will focus on what you noted in your diary.

Will My Confidentiality Be Protected?

We intend to protect your anonymity and the confidentiality of your responses to the fullest possible extent, within the limits of the law. Your name and contact details will be kept in a separate, password-protected computer file from any data that you supply. In any published work (such as academic papers or a PhD thesis), you will be referred to by a pseudonym. We will remove any references to personal information that might allow someone to guess your identity, however, you should note that as the number of people we seek to interview is small and people's game habits can be very specific, it is possible that someone may still be able to identify you. The data will be kept securely in the Department of Computing and Information Systems for five years after the last date of publication, before being destroyed.

Your involvement in the project is voluntary, and you can withdraw at any time without prejudice. This project does not involve any risks. The only anticipated inconvenience for you is the time taken by the interview/s and diary.

Where Can I Get Further Information?

Should you require any further information, or have any concerns, please do not hesitate to contact Melissa Rogerson, rogersonm@student.unimelb.edu.au or the responsible researcher Martin Gibbs, martingr@unimelb.edu.au or +613 8344 1394.

This project has been approved by the Human Research Ethics Committee, The University of Melbourne (project number: 1443372.1). Should you have any concerns about the conduct of the project, you are welcome to contact the Executive Officer, Human Research Ethics, The University of Melbourne, on ph: 8344 2073, or fax: 9347 6739.

Department of Computing and Information Systems

The University of Melbourne, Victoria 3010 Australia

T: +61 3 8344 1501 F: +61 3 9349 4596

W: <http://www.cis.unimelb.edu.au/>