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PROJECT TITLE: Between Cardboard and Computer: Modern European boardgames and digitisation

RESPONSIBLE RESEARCHER: Martin Gibbs

OTHER RESEARCHERS: Melissa Rogerson, Wally Smith.

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1. I consent to participate in this research project, the details of which have been explained to me, and I have read the plain language statement regarding the aims of the research project.
2. I understand that my participation will involve the play of a boardgame in physical or digital form, which will be video recorded, as well as filling in a short questionnaire and answering questions about my experience, which will be video recorded. This will take up to 2 hours in total.
3. I also acknowledge that:
  - (a) The possible effects of participating research have been explained to my satisfaction;
  - (b) I understand that I am free to withdraw from the project at any time without explanation or prejudice and to withdraw any unprocessed data I have provided;
  - (c) The project is for the purpose of research;
  - (d) This consent form will be retained by the researchers.
  - (e) I have been informed that the confidentiality of the information I provide will be safeguarded subject to any legal requirements;
  - (f) I have been informed that with my consent the interview/s and game play will be audio/video recorded and I understand that the recordings will be stored at University of Melbourne and may be destroyed after five years;
  - (g) I will be referred to by pseudonym in any publications or presentations arising from the research;
  - (h) A copy of the research findings can be forwarded to me, should I request this;

Initial

I consent to the interviews being recorded

yes  no

\_\_\_\_\_  
(please tick and initial)

Participant name: \_\_\_\_\_

Participant signature: \_\_\_\_\_

Date: \_\_\_\_\_

Physical or Email Address: \_\_\_\_\_