
PROJECT TITLE:	Between Cardboard and Computer: Modern European boardgames and digitisation
RESPONSIBLE RESEARCHER:	Martin Gibbs
OTHER RESEARCHERS:	Melissa Rogerson, Wally Smith

We would like to record you playing boardgames in physical or digital form, in order to better understand the experience of playing games.

The aim of this study is to better understand the social appeal of table top gaming experiences, and how the design of boardgames leads to fun and social experiences. We will use this information to develop a set of guidelines or considerations for developers of digital boardgames. This research is being conducted by researchers at the Microsoft Research Centre for Social Natural User Interfaces at The University of Melbourne.

What will I Be Asked to Do?

Should you agree to participate, you will be invited to play a boardgame in physical or digital form in the Interaction Design Lab with 2-6 other participants. This will take roughly 1 ½ hours. While playing, you will be video recorded. After the game has finished, you will be asked to fill in a questionnaire recording some information about yourself and answering questions about your experience playing the game. Once this is complete, we will conduct and video-record a focus group where we will discuss the game and your experience playing it. This last step will take between 10 and 15 minutes. In total, you will not be required to participate for longer than 2 hours.

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. Any video or audio recordings will not be made publicly available without the express written consent of the participants involved. 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 in an academic paper), 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 participants in this study is small, it is possible that someone may still be able to identify you. The data will be kept securely 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, other than possible conflict with other participants. If you feel uncomfortable during the session, please speak to the researcher, who can mediate, ask participants to leave or terminate the session. The only anticipated inconvenience for you is the time taken by the play session. If you are a University of Melbourne student, participating will not affect your grades.

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 martinrg@unimelb.edu.au or +613 8344 1394.

This project has been approved by the Human Research Ethics Committee, The University of Melbourne (project number: 1545726.1.). 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.