

Appendix B

Generic information sheet

THE ROLE OF VALUE IN [Game Title] INFORMATION SHEET

Description of research project

The research being undertaken in this study contributes toward the overall completion of a Ph.D.. The topic of the Ph.D. is the investigation of the role of value in computer game play and productivity application use. The purpose of this particular study is to understand and describe the role of value in [Game Title]. A value can be thought of as a preference for a particular mode of behaviour or state of affairs over others.

What we will be doing

Data collection in this study involves the observation and interviewing of 5 players of [Game Title]. During the observation session you will be asked to play [Game Title] as you normally would, but with the addition of thinking aloud about the actions you are taking and why you are taking them. This may initially be difficult and when needed the researcher will prompt you with questions such as what are you doing now? and why are you doing that? This part of the study will take about an hour, though may take longer if agreed.

Following the observation session will be a debrief session in which the researcher may ask for clarification on some of the observations they have made, to be sure that they are accurate to your experience. Additionally, a small number of general questions will be asked about [Game Title]. This part of the study will take about half an hour, though may take longer if agreed.

During the observation session the screen will be digitally video-recorded if

you agree. Additionally, the entire session will be audio-recorded, again, if you agree. Finally, one or more photographs of you playing [Game Title] may be taken with your consent. All data capture will be done by the primary researcher alone.

If you wish to continue participation in this research a follow-up session may be scheduled. You are also free to withdraw from the study at any time up to two weeks after your participation and any data relating to your participation would not appear the results of the study in that case. Please do not hesitate to ask any questions you may have about this study at any time.

Use of data collected

The data collected in this study will be used to support a description and analysis of the role of value in computer game play and productivity application use. The static images will be used to illustrate the context of using the software in presentations of the research and you will not be specifically identifiable in them. The audio data will be transcribed before it is analysed. All data gathered will be confidential and will only be seen by myself and my supervisors. All data will be kept either in a locked filing cabinet in a locked room, or in password-protected files on a secure computer system. All data will be destroyed three years after the completion of the study.

Whenever the data gathered is to be used in a publication of any kind your specific participation will not be identifiable in any way. This includes the use of quotations, your perceptions, opinions, experiences, and captured images.

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Appendix C

Generic consent form

THE ROLE OF VALUE IN [Game Title] WRITTEN CONSENT FORM

I have been given and have understood an explanation of this research project and the confidentiality conditions. I have had an opportunity to ask questions and have had them answered to my satisfaction. I agree to participate in an observation session and follow-up debrief session for the purpose of this research and resulting publications. I consent to the collection, recording, and use of observations of my behaviour, my perceptions, experiences, opinions, and information in this research. I understand that I may withdraw from this study up to two weeks from today's date without explanation and that in that case no data relating to my participation will appear in the final results.

I agree to have this observation session digitally video-recorded YES / NO

I agree to have this observation session and debrief session recorded YES / NO

I agree to have photographs of me taken during observation YES / NO

If you would like to receive publications resulting from your involvement in this study, please provide an email address and/or phone number at which you can be contacted to arrange sending you a copy of the publications in question.

Please sign below (or have your guardian sign) to indicate your agreement to all of the above.

Appendix D

Interview Schedule

D.1 Basic demographic information

1. Age.
2. Gender.

D.2 Follow-up on observations

1. Statements made by the participant that were unclear.
2. Observations made by the researcher to be checked for accuracy with the participant.
3. A summary of the observation session to check with the participant.

D.3 Structured interview questions

1. What is the overall objective of the game?
2. What is the story of the game?
3. What can you do in the game?
4. What can't you do in the game?
5. If you finished and thought you had played well, what would have happened during play?
6. If you finished and thought you had played badly, what would have happened during play?

7. Do you have emotional reactions to play?
8. Do you use the statistics the game provides?
9. Who are your opponents in the game?
10. What do they do that makes them your opponent?
11. Does the game ever tell you what to do? How?
12. How can you tell if you are doing well or badly?
13. Do you ever play differently from what is “normal” on purpose? How?
14. Do you use external aids in playing? Which and why?
15. Can you describe the interface? Which elements do you use the most?
16. What do you like most and least about the game?