PARTICIPANT INFORMATION SHEET

PhD Candidate: David Jackson
MIRIAD
Manchester Metropolitan University
Righton Building, Cavendish Street
Tel: 07790 772891

Research question:
Can computer games be designed as collaborative spaces for players to create new and meaningful stories?

You are being asked to take part in a research project. The purpose of this research is to explore whether specially designed computer games can help people to write meaningful stories as a group.

Your participation may involve:

- Playing computer games with others, (anonymously or under a nickname)
- Being interviewed via survey or in person before, during and after playing computer games about your opinions of the games, your relationship to writing and computer games, as well as basic demographic details (your age and gender etc.)
- Producing stories within the games that may be freely published online and in the written outcome of the project, under a non-commercial Creative Commons licence*.

To preserve confidentiality, identifying information will be generalised. Information will be stored safely in a password-protected computer file. However, information revealed in group interviews cannot be guaranteed to remain confidential. The written outcome of the project will be made available in the University Library. If consent is given, the image/sound recordings and photographs will be held in an archive after the project is completed. The information collected may be used for future research or exhibition.

If you have any queries about the University's research or your rights as a participant, you may contact:

Professor John Hyatt
Director of MIRIAD

MIRIAD
Manchester Metropolitan University
Righton Building
Cavendish Street
Manchester
M15 6BG

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CONSENT FORM

Research Project:

You are invited to take part in this research project. Before you decide to take part, it is important that you understand why the research is being done and what it will involve. Please take time to read the Information Sheet carefully and discuss it with others if you wish. Email david@storyjacker.net if anything is unclear or if you want more information.

Only if you agree with the following statements should you indicate your consent on your storyjacker.net homepage.

1. I have read and understood the information sheet for the computer games as collaborative writing spaces project and have been able to consider the information, and ask questions about my participation in the project.

2. I understand that stories I write or contribute to while playing games may be freely published online and in the written outcome of this project, under a non-commercial Creative Commons licence (Attribution-NonCommercial-ShareAlike 2.0 UK)

3. I understand that any interview(s) may be sound recorded and may be quoted in the written outcome of the project that will be made available in the University Library.

4. I give/do not give permission for my recorded interview to be held in an archive where it will be available for future research or exhibition.

5. I understand that any personal details revealed in individual interviews will be kept confidential, but confidentiality cannot be guaranteed for information which I might disclose in group interviews or on the Storyjacker website.

6. I understand that my participation is voluntary and that I am free to withdraw from the project at any time without having to give any reason.

7. I give my consent to participate in the project which has been explained to my satisfaction.

A copy of this information sheet is available by going to
www.storyjacker.net/consentform.pdf.