Information Collection Burden

Ref #	Program Office	Name of Collection	Participants	Instruments	Purpose	Frequency	Estimated Number of Respondents	Expected Response Rate - Total	Completion Time (Minutes)	Estimated Burden Hours	Estimated Cost to Public ($)
1	NASA-Sponsored Classroom of the Future	Commercial Off-the-Shelf Games and Learning	Adults	Software	Develop methodology to assess learning in video games.	FY08 – FY09	120 total, 60/yr	120	120	120/yr	0
2	NASA-Sponsored Classroom of the Future	Genre-Learning Outcome Matrix	Adult experts	Matrix chart of game genres by learning outcomes	Identify the match between learning outcomes and games genres.	FY07 – FY09	45 total, 15/yr	45	10 hours	150/yr	0
3	NASA-Sponsored Classroom of the Future	Real-life Expectancies Based Upon Game-World Interactions	Adults	Telephone interview; COTF will use NVivo software to identify themes within interviewee protocols, and will record frequencies of occurrence for each theme.	Develop methodology to assess learning in video games and support the hypothesis that people project their virtually embodied experiences as expectations for real-world experience.	FY07 – FY09	45 total, 15/yr	45	60 minutes	15/yr	0
4	NASA-Sponsored Classroom of the Future	NASA Game —Prototype Usability Testing (Playtesting)	Adult (employees)	Interviews, focus groups, & software (embedded assessments)	Study the properties of the NASA game with embedded assessment instruments while the game is in development in order to refine the game and its embedded assessments.	FY07-FY09	27 total, 9 per year	27	40 hours	360/yr	0

5	NASA-Sponsored Classroom of the Future	Experimental Game—Prototype Usability Testing (Playtesting)	Adult (employees)	Software—COTF will measure learning and flow by programming the game software to track each player's decisions and actions while playing the computer game.	To study the properties of experimental games with embedded assessment instruments while the games are in development in order to refine the game and its embedded assessments.	FY07-FY09	27 total, 9 per year	27	40 hours	360/yr	0
6	NASA-Sponsored Classroom of the Future	NASA Game—Experimental Testing	Children and Adults	Software—COTF will measure learning and flow by programming the game software to track each player's decisions and actions while playing the computer game.	Assess changes in learning and flow due to the NASA game.	FY07	3,000 total, 1000 per year	3000	1 hour	1000/yr	0
7	NASA-Sponsored Classroom of the Future	Experimental Game(s) Testing	Children and Adults	Software—COTF will use statistical software to identify patterns in the data collected.	Assess changes in learning and flow due to the NASA game.	FY07 – FY09	4,500 total, 1500 per year	4,500	1 hour	1500/yr	0