

## Informed Consent

*Project Name:* **Collection 2. Genre Learning Outcome Matrix**

*Purpose of the research study.* This research study is an expert review. Games experts will review NASA-sponsored Classroom of the Future (COTF) definitions for learning types and game types and use them to rate each game genre for the percentage of gameplay that promotes each type of learning objective. This information will help the educational game design community to identify how existing game genres support learning outcomes.

*Expected duration.* The actual time burden for the participant is determined by the amount of time each individual takes to review the learning outcome and game genre descriptions, record ratings within the matrix, and write the narrative explaining the ratings. Expert review will take the participating expert between 30 minutes and 10 hours.

*Procedures to be followed for the expert review.* COTF will provide a description of (a) game genres and exemplars and (b) learning objectives. Respondent adult experts will be asked to rate the games for their contribution toward each outcome and write a narrative explaining their ratings. Rater names will be removed from narratives and ratings and recoded with numbers. Data will be collected electronically via an online survey system or via paper copies. Paper-based data will be transferred into electronic format by project staff. Once accuracy is confirmed by project staff, any paper-based copies will be destroyed. Electronic data will be stored on a secure server within the COTF computer system. Data will be accessed by project personnel for statistical and qualitative analysis. All CET security measures will be maintained on these servers. COTF will compile the ratings and analyze the narratives. The data will be used to study which game types seem to support which type of learning outcome. Study results from gameplay assessments data will be published in professional journals, at conferences, and reported to NASA officials. Contact information and identities of expert reviewers will not be disseminated.

*Any foreseeable risks or discomforts.* There should be no risks associated with this study beyond those normally experienced in everyday life. Participants will not be compensated for their time in preparing reviews.

*Benefits to subject or to others that might result from this research.* This information will help the educational game design community to identify how existing game genres support learning outcomes.

*Alternative procedures or courses of treatment.* This research simply collects relevant participant opinions about games and learning outcomes. Therefore, there are no related alternative procedures or courses of treatment.

*Confidentiality.* Any rater names appearing on narratives and ratings will be removed and recoded with numbers. Contact information and identities of expert reviewers will not be disseminated.

*Participant rights.* The participant has the right to ask pertinent questions about the research, subject's rights, and research-related injury to the subject. Subjects can contact the researcher through e-mail at [debbie@cet.edu](mailto:debbie@cet.edu) or by telephone at 304-243-4327 between 8:30 a.m. and 5 p.m. Eastern time. Participation as an expert reviewer is voluntary. Participants can withdraw from this research study at any time by not submitting a rating matrix or narrative. There is no penalty

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or loss of stature for withdrawing. As a courtesy, please do contact project staff if you should decide to withdraw.

*Institutional Review Board.* The Institutional Review Board at Wheeling Jesuit University has approved this study. Participants with questions about their rights as human subjects may contact the board chair: Dr. Beverly Carter, at 304-243-2340, [carter@wju.edu](mailto:carter@wju.edu) .

I, \_\_\_\_\_, certify that I am 18 years of age or older.  
(please print your full name)

I have agreed to act as an expert reviewer and complete the learning outcome-genre matrix and narrative using the learning outcomes and genre descriptions provided, as outlined above.

\_\_\_\_\_  
*Signature*

\_\_\_\_\_  
*Date*

Please sign this form and mail or FAX it to:  
Dr. Debbie Denise Reese  
Center for Educational Technologies  
Wheeling Jesuit University  
316 Washington Ave.  
Wheeling, WV 26003  
Fax: 3004-243-2497 (attn. Debbie Denise Reese)