Information Collection Burden

R ef #	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-	Experimental	Adult	Software—	To study the	FY07-FY09	27 total, 9 per	27	40 hours	360/yr	0
	Sponsored	Game—	(employees)	COTF will	properties of		year	27	40 110013	500/yi	0
	Classroom of	Prototype	(employees)	measure learning	experimental		year				
	the Future	Usability		and flow by	games with						
	ule rutule	Testing			embedded						
		(Playtesting)		programming the game software to	assessment						
		(Playlesling)		track each	instruments						
				player's decisions and	while the games						
				actions while	are in						
					development in order to refine						
				playing the							
				computer game.	the game and its						
					embedded						
				0.6	assessments.	EX /OF	2.000 1	2000	4.1	1000/	
6	NASA-	NASA Game	Children and	Software—	Assess changes	FY07	3,000 total,	3000	1 hour	1000/yr	0
	Sponsored		Adults	COTF will	in learning and		1000 per year				
	Classroom of	Experimental		measure learning	flow due to the						
	the Future	Testing		and flow by	NASA game.						
				programming the							
				game software to							
				track each							
				player's							
				decisions and							
				actions while							
				playing the							
-				computer game.			4 = 0.0	1.500		1=00/	
7	NASA-	Experimental	Children and	Software—	Assess changes	FY07 –	4,500 total,	4,500	1 hour	1500/yr	0
	Sponsored	Game(s)	Adults	COTF will use	in learning and	FY09	1500 per year				
	Classroom of	Testing		statistical	flow due to the						
	the Future			software to	NASA game.						
				identify patterns							
				in the data							
				collected.							