

The following are screenshots of the Pre Post evaluation Questions.

Clinical Myth-bites
Study Instruments
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ID (System Generated) (999)

Date (System Generated)

General Knowledge of Clinical Studies

How clearly do you understand information about clinical studies?

Very clear
 Sort of clear
 Undecided
 Sort of unclear
 Very unclear

Would you be willing to participate in a clinical study if you were asked by your doctor today?

Yes
 No
 Not Sure

Instructions: In the following section, we are going to provide some statements about clinical studies and ask you to choose whether they are True or False. This is called a pre test because we want to find out what you already know about clinical studies. Since you may not be familiar with this topic, we do not expect you to know the answers to all these questions. Please just do your best. During this test, we cannot help you by defining terms or giving you answers.

Later on, you will receive a similar version of this test again, and we will then compare what you learned between the two tests. Your individual score will be identified only through your identification number, which is known only by our research team. Individual scores will not be shared with anyone outside our research team.

Instructions: For this next section, please indicate whether each statement is TRUE or FALSE, or NS for Not Sure.

1. Clinical studies are used to learn whether a new medication or treatment works. True
 False
 Not Sure

2. If I am participating in a clinical study, I can decide to stop at any time. True
 False
 Not Sure

3. Clinical studies only involve kids who are sick. True
 False
 Not Sure

4. You have to tell your school if you are in a clinical study. True
 False
 Not Sure

5. If someone participates in a clinical study, they will always be required to get a shot. True
 False
 Not Sure

<p>6. As a minor (someone who is under 21 years old), I have the right to choose whether I want to participate in a clinical study.</p>	<p> <input type="radio"/> True <input type="radio"/> False <input checked="" type="radio"/> Not Sure </p>
<p>7. My parents can force me to participate in a clinical study.</p>	<p> <input type="radio"/> True <input type="radio"/> False <input checked="" type="radio"/> Not Sure </p>
<p>8. Healthy children may not participate in a clinical study.</p>	<p> <input type="radio"/> True <input type="radio"/> False <input checked="" type="radio"/> Not Sure </p>
<p>9. My doctor will be disappointed in me if I don't stay in a study.</p>	<p> <input type="radio"/> True <input type="radio"/> False <input checked="" type="radio"/> Not Sure </p>
<p>10. Participation in a clinical study can help kids who are sick, even if I am healthy.</p>	<p> <input type="radio"/> True <input type="radio"/> False <input checked="" type="radio"/> Not Sure </p>
<p>11. Most drugs available today were studied in clinical trials.</p>	<p> <input type="radio"/> True <input type="radio"/> False <input checked="" type="radio"/> Not Sure </p>
<p>12. Answering a survey or questionnaire can be part of a clinical study.</p>	<p> <input type="radio"/> True <input type="radio"/> False <input checked="" type="radio"/> Not Sure </p>
<p>13. In addition to my parents, the person required to approve whether or not I can participate in a clinical study is (select the correct response)</p>	<p> <input type="radio"/> Myself <input type="radio"/> My doctor <input type="radio"/> My teachers <input type="radio"/> My friends <input checked="" type="radio"/> My siblings </p>
<p>14. Participating in a clinical study is important because:</p>	<p> <input type="radio"/> My parents say I have to. <input type="radio"/> My doctor will be disappointed if I say no. <input type="radio"/> It may help doctors learn the causes of diseases for other kids. <input type="radio"/> I have to participate if I am asked. <input checked="" type="radio"/> I will get special treatment from my school. </p>
<p>15. In a clinical study which of the statements below is NOT always true:</p>	<p> <input type="radio"/> If I join a study I will always have to have a shot. <input type="radio"/> If I join a study I can quit at any time. <input type="radio"/> If I join a study my information will be kept secret. <input type="radio"/> If I join a study I may help other sick kids. <input checked="" type="radio"/> If I join a study it is my choice, not my parents. </p>
<p>16. Which of the following must be part of a clinical study:</p>	<p> <input type="radio"/> Answering questions on a questionnaire. <input type="radio"/> Getting a shot. <input type="radio"/> Taking a medicine. <input type="radio"/> Staying overnight in a hospital. <input checked="" type="radio"/> Giving informed consent. </p>

17. Which of the following is not a term used in clinical studies

- Placebo
- Randomize
- Conform
- Consent
- Assent

Instructions: For each of the following, please answer whether each statement is True or False, or Not Sure.

E1. Have you ever thought about participating in a clinical study?

- Yes
- No
- Not Sure

E2. Have you ever actually participated in a clinical study?

- Yes
- No
- Not Sure

E3. Have you known anyone that has participated in a clinical study (like a parent, sibling, friend)?

- Yes
- No
- Not Sure

E4. Please select your level of knowledge about clinical studies.

- None
- Low
- Average
- High
- Very High

E5. Please select your level of interest in medicine.

- None
- Low
- Average
- High
- Very High

G1. Please tell us what you thought of the game (rate the game) by selecting a number between 1 and 5, with 1 being a low rating (did not like it), 3 being an average rating, 5 being a high rating (really liked it), or you may choose Unsure.








a. The story or narrative used in the game

- 1 Low
- 2
- 3 Average
- 4
- 5 High
- Unsure

b. The character you play in the game

- 1 Low
- 2
- 3 Average
- 4
- 5 High
- Unsure

c. The way the non player characters talk to one another and to you	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure
d. Graphics in the game	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure
e. Getting around in the game	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure
f. The goals and missions of the game	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure
g. Information that you learned by playing the game	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure
h. The non player characters you meet and interact with in the game	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure
i. The monsters in the game	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure
	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average

j. The ways you battle the monsters in the game	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure 
k. Help and controls menu	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure 
l. Quest menu that lets you know about your progress in the game	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure 
m. Health meter	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure 
n. Overall game design	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure 
o. The game was easy to play	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure 
p. The game was fun to play	<input type="radio"/> 1 Low <input type="radio"/> 2 <input type="radio"/> 3 Average <input type="radio"/> 4 <input type="radio"/> 5 High <input type="radio"/> Unsure 

Please rate how much you agree or disagree with each of the statements.

- | | |
|---|---|
| H1. The game is similar to entertainment games I have played. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| H2. In the game, I liked recovering the lost paper folding designs from Tint's book. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| H3. The game helped me learn that participants in clinical studies are not always sick. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| H4. The ICE World had action that I liked. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| H5. The JUNGLE World had action that I liked. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| H6. I would like to use more games like this one to learn about clinical studies. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| H7. I would like to play this game at home. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| H8. I liked the player graphics in the game. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |

- | | |
|--|---|
| H9. Playing the game helped me understand the reason for clinical studies and how clinical studies work. | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| H10. I would tell my friends about this game: | <input type="radio"/> Strongly Disagree
<input type="radio"/> Disagree
<input type="radio"/> Not Sure
<input type="radio"/> Agree
<input checked="" type="radio"/> Strongly Agree |
| Would you prefer to play The Paper Kingdom on: (Select one) | <input type="radio"/> Your desktop or laptop - MAC
<input type="radio"/> Your desktop or laptop - PC
<input type="radio"/> A mobile device (Pad, iPhone, etc.)
<input checked="" type="radio"/> A game console (PlayStation, Xbox, etc.) |

Open-Ended Responses

- | | |
|--|--|
| H1. What did you like most about the game? | <input type="text"/> |
| H2. What did you like least about the game? | <input type="text"/> |
| H3. How can we better make this game appeal to both boys and girls? | <input type="text"/> |
| H4. How can we make this game to appeal to multiple age groups? | <input type="text"/> |
| H5. Do you have other comments or suggestions? | <input type="radio"/> Yes
<input checked="" type="radio"/> No |
| If yes, what overall suggestions do you have for making the game better? | <input type="text"/> |