



Learning Games Lab Research Consent Form

(To Be Completed by Student and Parent/Guardian)

The person in charge of this project is: **Name:** Barbara Chamberlin, Ph.D.
Phone: 575-646-2848
Email: bchamber@nmsu.edu

Consultant Name: _____ **Age:** _____

DOB _____ **Grade:** _____ **Gender:** Male Female

Parent's/Guardian's Name: _____

Home Phone Number: _____ **Parent's/Guardian's Daytime Number:** _____

Address (street, city, state, zip): _____

What you can expect...

Educators at New Mexico State University (NMSU) are trying to learn more about how kids interact with and learn from educational games. The educational games are ones that that designers at NMSU and designers outside of NMSU have developed for use on websites, game consoles and on computers. This is called user testing. You are the user of what they are creating, and can help them understand how to create and develop games that kids will learn from while being entertained at the same time. The duration of each student intern session will be no more than four hours for one to five days per week. You will be called a "consultant" because you will be giving your opinion and feedback to designers and researchers about different games and equipment in the lab.

During each session a teacher will be present. Sometimes you will be able to choose a game that you want to play and other times a game will be chosen for you. During some sessions, you might be asked questions about what you learned, what you liked and disliked about the games and what you would like to see in a game. Other times, the teacher will just observe your reactions and interactions with games. Occasionally, as a group, you and the other kids will answer questions about game characters that are being developed and share your ideas directly with game designers

We may be videotaping you while you help us. We may watch the videotape later to help us remember what you said.

Physical Activity Through Game Play

Researchers in NMSU's Learning Games Lab are also exploring games that encourage physical activity or exercise, called "exergames." Some exergames allow participants to play tennis, golf, boxing; or use dance pads to learn dance moves or an exercise bike to cycle. Exergames such as these can increase your heart rate and provide an aerobic workout. As a lab participant, you may be asked to try out these exergames and equipment for varying lengths of time, usually from 15-30 minutes. Some exergames may give participants more of a work out than others. If you have any condition (physical or balance-related) that could be affected through playing physically active games, please describe this in detail on page 3. Before starting any new workout, it is important that you speak to a doctor first. If at any time you feel ill, short of breath while using exergames, stop immediately and tell games lab personnel.

What may happen to you...

Sometimes things happen to people in research studies that may hurt them or make them feel bad. These are called risks. Depending on your physical condition, this study may have risks, such as getting short of breath while playing an exergame. People also may have good things happen to them because they are in research studies. These are called benefits. This study may have some benefits: you may learn more about different subjects and you will be able to play games and interact with other kids while you are in the Learning Games Lab. Remember, you can always ask questions to the teacher present in the session or by calling the person listed at the top of this form.

You can stop at any time and your information will be kept private...

You have been asked to volunteer for this user testing. You do not have to do this testing if you do not want to. You can stop at any time by telling an adult "I don't want to do this anymore." If you decide to stop, no one will be angry or upset with you.

Anything you tell us will be shared with others working on the projects. We may show the videotape we take of you to them, and show our notes to them. We will not use your name, and we will not share the videotape with anyone who is not working on the project with us.

Sign your name if you want to take part in this testing...

If you are willing to do this user testing, please sign your name, and write today's date below. Please sign it only if you have read this form, and understand it. If you have any questions about this research project, you can contact the person listed above. If you have any questions about your research rights, you can contact the Office of the Vice Provost for Research at 575-646-2481.

Name: _____ Write today's date: _____

Ask you parents to read and sign this part...

Parents: If you give your child permission to participate in this user testing, and have reviewed this form with them, please sign below. If you have questions, you can call the project director listed at the top of this form.

Signature: _____ Date: _____