



Participant Information And Consent Form (Child)

Title	Understanding Roblox Play
Principal Investigator/Senior Supervisor	Dist. Prof. Larissa Hjorth
Associate Investigator(s)/Associate Supervisor(s)	Dr Hugh Davies

What does my participation involve?

If you want to participate in this study, we will watch as you play Roblox. We might ask you some questions about how you play: such as if you play alone, with friends, with people online, and when you play. We may take photos of you playing and/or your screen, but we will check first if you are ok with this. All this will take about half an hour. We would also like to interview you about your Roblox play. This too will take about half an hour. So the Roblox play and the interview together will take about one hour.

1 Introduction

We are Hugh Davies and Larissa Hjorth. We work at RMIT University where we study games and play. With this project, we want to explore how young people play with Roblox in their everyday lives. You are invited to take part because you are a player of Roblox and are between the ages of 10 to 18.

We have contacted you through your parent or guardian who found out about this project through the following website and the form you are reading now.

<https://dcp-ecp.com/projects/understanding-roblox-play>

This form tells you about the project to help you decide if you want to take part.

Please read this form carefully. Ask us anything that you don't understand or if you want to know more. Before deciding whether to take part, you might want to talk with a parent or friend. It's up to you if you want to be involved or not. If you don't wish to take part, you don't have to.

If you decide you want to take part in the research project, you can sign at the end of this form. This tells us that you:

- Understand what you have read
- You are happy to take part in the research project

You will be given a copy of this form to keep.

2 What is the point of this research?

Roblox is a popular video game played by millions of young players each year. This is the first study to examine how people play Roblox with their friends online.

3 What does participation in this research involve?

The study uses two different ways of collecting information:

Participant Information And Consent Form Friday 6th August. 2021

1. Watching (Observation) and 2. talking (Interview).

1. Observation

If you agree to take part in this research, we will watch as you play Roblox at home. We may ask questions about how you play the game: alone, with friends, with people online, etc. We might take photos of you playing and/or your screen, checking you are ok with this first. This will take about half an hour. During this time, you should just play Roblox as you normally do.

These images show players we have interviewed before to show you the kind of photos we might take of you. You can choose to delete any photos at the end of the play session.



2. Interview

if you are interested to take part, we will talk with you about your game play. This could either be either face-to-face or over the internet. The interview will take about half an hour, and the conversation will be recorded. We might ask you questions like:

- Do you play other games, now or in the past?
- How do you use Roblox to talk with friends?
- Do you play Roblox with friend and/or family members?
- If you were to explain why Roblox to a non-player, what would you say?

4 Other information about the research

In total, we aim to speak to 40 kids between the ages of 10 to 18 who play Roblox.

5 Do I have to take part in this research project?

No. If you don't want to take part, you do not have to. If you decide to take part and later change your mind, you are free to stop at any time. If you do decide to take part, you will be given this Form to sign and you will be given a copy to keep. If you don't want to answer a question, you can skip it, or you can stop completely at any time.

6 What are the possible benefits of taking part?

There is no pay or other reward for taking part. Your involvement is entirely voluntary. But you might enjoy sharing your knowledge and expertise of Roblox with us. We are really keen to know about it.

8 What if I drop out of this research project?

You may drop out at any time. It's no problem at all. If you want to stop at any time, just tell us.

9 What happens when the research project ends?

We will most likely publish the results of the research into an academic journal that will be linked at the project site here: <https://dcp-ecp.com/projects/understanding-roblox-play>

This may take over one year.

How is the research project being conducted?**10 What will happen to information about me?**

All the information you give us will be kept secret and confidential in locked cabinets and password protected computers and can only be viewed by the researchers. All published work that uses this research will use pseudonyms (fake names) to disguise your identity. But it is possible that people who know you well *might* be able to identify you from the answers you give us. Once we have completed our project, the information will be stored securely for a period of five (5) years before being deleted

11 Who is organising and funding the research?

The idea for this research comes from Distinguished Professor Larissa Hjorth. It has been funded by RMIT University.

12 Who has reviewed the research project?

In Australia, all research that involves people is reviewed by an independent group of people called a Human Research Ethics Committee (HREC). This research project has been approved by the RMIT University HREC. This project will be carried out according to the *National Statement on Ethical Conduct in Human Research* (2007). This statement has been developed to protect the interests of people who agree to participate in human research studies.

13 Further information and who to contact

If you want any further information concerning this project, you can contact the researcher on 0430311063 or any of the following people:

Research contact person

Name	Larissa Hjorth
Position	Principal investigator / Senior supervisor
Telephone	0430311063
Email	larissa.hjorth@rmit.edu.au

14 Complaints

Should you have any concerns or questions about this research project, which you do not wish to discuss with the researchers listed in this document, then you may contact:

Reviewing HREC name	RMIT University
HREC Secretary	Vivienne Moyle
Telephone	03 9925 5037
Email	humanethics@rmit.edu.au
Mailing address	Manager, Research Governance and Ethics RMIT University GPO Box 2476 MELBOURNE VIC 3001

Consent Form

Title Understanding Roblox Play
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Associate Investigator(s)/Associate Supervisor(s) Dr Hugh Davies

Acknowledgement by Participant

I have read and understood the Participant Information Sheet.

I understand the purposes, procedures and risks of the research described in the project.

I have had an opportunity to ask questions and I am satisfied with the answers I have received.

I freely agree to participate in this research project as described and understand that I am free to withdraw at any time during the project without affecting my relationship with RMIT.

I give my permission to be audio taped and/or photographed Yes No

I give my permission for recorded images to be used in academic publications such as journal articles and book chapters Yes No

I understand that I will be given a signed copy of this document to keep.

Name of Participant (please print) _____

Signature _____ Date _____

Declaration by Researcher*

I have given a verbal explanation of the research project; its procedures and risks and I believe that the participant has understood that explanation.

Name of Researcher* (please print) _____

Signature _____ Date _____

* An appropriately qualified member of the research team must provide the explanation of, and information concerning, the research project.

Note: All parties signing the consent section must date their own signature.