# Tools for Telling:
## How Game Development Systems Shape Interactive Storytelling
### Participant Information Sheet
Principal Investigator: Dr. Kevin McGee, NUS

## 1    Introduction

You are invited to participate in a three-month research study as part of an ongoing, 2.5-year, research project.

This document provides you with information about the research. The Principal Investigator or his/her representative will also describe this research to you and answer all of your questions. Read the information below and ask questions about anything you don't understand before deciding whether or not to take part.

## 2    Purpose

Although the term "interactive storytelling" is something which you may have heard of, we don't really understand what it is that can be done with interactive media to tell stories. We also don't really know how the choice of tools that an author uses to create an interactive story influences the way in which the author writes the story.

The purpose of this research is to arrive at a deeper understanding of how software tools used to create interactive stories influence the type of story that an author creates. We are going to do this by creating different interactive storytelling tools, and then ask people such as yourself to use them to create stories. We will be asking these people to help us to understand their writing process by keeping track of their writing process as they create stories with our tools, and by answering a short questionnaire when they finish using the tools. We will also selectively ask some participants to take part in a short post-study interview.

During this research project we will be working with approximately 100 participants to study 3-4 different prototype applications. Participants in the research will consist of both students from NUS, and also members of the public who choose to download our software. These participants will all be English-speaking, and will be planning to use our software to write interactive stories. Otherwise, there is no restrictions on gender, age, or technical experience.

# 3   What Will I Be Asked To Do?

If you choose to participate in this study, you will first be asked to complete a brief demographic questionnaire.

Following this, you will be given a copy of **one** of the interactive storytelling tools that we have created. You will be asked to use this tool to write a story. What we are interested in is **how** you use the tool to write your story, and how you make the story **interactive**.

Particpants will be asked to keep track of their use of our interactive storytelling software. This will consist of two activities:

1. keeping copies of your rough work and in-progress work as you write your story, and

2. keeping a "diary" of your process as you write your interactive story,

After you finish writing your story, you will be asked to fill out a short questionnaire about your use of the tool. We will also ask you to pass us the rough work, in-progress work, and diary that you collected while writing your story.

You may also be asked to take part in a short interview, which will take at the most 1 hour, as a follow-up to the study.

# 4   Data collection

During the course of the research project, we will record several kinds of data in several ways:

- Demographic questionnaire: At the start of the project, you will be asked to complete a form for demographic data. Example: age, gender, familiarity with using/playing/creating interactive stories and games.

- Rough work and in-progress work: we will ask you to keep any rough notes that you make while writing your story, and to occasionally save in-progress versions of the story, to help us to understand your wriitng process.

- Process journal: we will be asking you to keep a diary or journal of your writing process. This will consist of writing a short journal entry each time you use the software, in which you will be asked to tell us about your expeirence with the tool.

- Post-study questionnaire and interview: after the study, we will ask you to complete a questionnaire and possibly to take part in an interview, where we will ask you for your comments and feedback on our software tools.

- We will also need to store your name and contact information, to enable us to contact you for submission of your rough work, in-progress work, process journal, log file and post-study questionnaire. If you agree to take part in the post-study interview, we will also use this information to contact you for the interview. This contact information will not be stored with the study data, and will not be used for any other purpose.

## 5    Length of study

The study will take place over roughly three months. You can take part in the writing of your story on your own time. We prefer that you do this when you would normally write your story, without any change in your writing habits.

At the end of the study, you may be asked to take part in a short post-study interview. This will take at the most 1 hour.

## 6    Additional Information

Below is some additional information that may help participants decide whether or not to participate.

1. How will privacy and confidentiality be protected? Only the principal investigator will have your identifiable information (e.g. names and contact information) and this will not be released to any other person. This information is only collected so that the researchers do not contact people to participate in the study after they have already participated, and to allow the prinicipal investigator to contact you for submission of the study data, and for a possible post-study interview. This list of participants will be kept separate from all data collected during the research and there will be nothing connecting the list of participants with any of the specifics of the research study or study data. Beyond that, identifiable information (e.g., the list of participants) will never be used in a publication or presentation. The list of participants will be destroyed at the end of the research project.

2. Potential risks. We do not expect any discomforts or risks for participants.

3. Injury Compensation. No injury and/or compensation are expected.

4. Reimbursement. There will be no reimbursement for participation.

5. Possible Benefits. There is no direct benefit to the participants by partic- ipating in this research. The knowledge gained will benefit the public in the future. The knowledge will be used to help design more interesting, expressive, and easy-to-use interactive applications and services.

6. Right of Refusal. Participants can refuse to participate in this research. The decision to participate in this research is voluntary and completely up to the individual. Participants can also withdraw from the research at any time without giving any reasons, by informing the principal investigator, and all the participant's collected data will be discarded.

# 7    Questions

Who should I contact if I have any questions or problems?

Please contact the Principal Investigator, Dr. Kevin McGee (telephone 6516- 1550 – email mckevin@nus.edu.sg) for all research-related matters and in the event of research-related injuries.

For an independent opinion regarding the research and the rights of research participants, you may contact a staff member of the National University of Singapore Institutional Review Board (Attn: Mr Chan Tuck Wai, at telephone 6516-1234 or email at irb@nus.edu.sg).