

Project Title

The Impacts of playing Online Multiplayer Games on the Wellbeing of Adolescent Users

INFORMATION SHEET FOR PARTICIPANTS

Thank you for your interest in this project. Please read this information before deciding whether or not to take part. If you decide to participate, thank you. If you decide not to take part, thank you for considering my request.

Who am I?

My name is Florian Flueggen and I am a Doctoral student in Education at Victoria University of Wellington, New Zealand. This research project is work towards my dissertation.

What is the aim of the project?

The project is aimed at identifying relationships between how players use computer games, the different influences this has on their wellbeing, and how this influence is influenced by their personality.

My motivation for this research stems in big parts from my own engagement with various computer games over the last 20 years, the observations that my friends and I all had our own ways of playing, and the feeling that playing games seems to mean something else for each of us. Yet in research on how computer games affect players, *how they play* is usually not considered. This approach has been challenged in more recent works and is a topic of high relevance for understanding the diverse influences playing computer games may have; and, therefore, also for potential uses of games besides entertainment, like supporting wellbeing. This research has been approved by the Victoria University of Wellington Human Ethics Committee [application no. 0000025324].

How can you help?

This stage of the study is intended as a longitudinal survey, meaning participants will be invited to complete the survey repeatedly. If you agree to take part you can use the link to an online survey to complete in your own time. This survey consists of two individual sections, which contain a personality, wellbeing, and demographics questionnaire and a game usage questionnaire. Each questionnaire will take about 10 minutes to complete and can be completed independently of the others, but both have to be completed within one week of each other. You can choose to stop the questionnaire at any time, without giving a reason. If you withdraw before having submitted a questionnaire, the information you provided will be

deleted. About three months after completing both sections you will be invited to participate in the next round, but you are not obliged to participate again. During further participations you do not have to complete the demographics or personality parts again, but you will be invited to go through a list of yes/no questions with general aspects that may have changed in your life since completing the last questionnaires; these are optional and you are not required to complete these in order to participate in the main survey.

As token of appreciation for your help by participating you can choose to enter a draw for one of 20 NZD50 vouchers for amazon or an in-game voucher for a game of your choice after the second and third rounds.

What will happen to the information you give?

When participating the first time you will be assigned a random de-identifier only known to you. When completing the surveys for this study now and during future participations you will be asked to provide this de-identifier so that the different questionnaires completed by you can be linked to each other, but they cannot be linked to you.

Therefore, this research is anonymous. This means that nobody, including the researchers will be aware of your identity. By answering the survey, you are giving consent for us to use your responses in this research. Your answers will remain completely anonymous and unidentifiable. Once you submit the survey, it will be impossible to retract your answer. Please do not include any personal identifiable information in your responses.

E-mail addresses will be collected only for the database of participants so that you can be invited to the further survey round, and for those who wish to request a copy of the final report. Joining the database does not imply an obligation for further participation. The e-mail addresses will be received separately from the survey data. This ensures that your answers to the survey questions remain anonymous.

The e-mail addresses will be confidential, meaning only my supervisors and I will have access to the e-mail address data-base. They will be stored securely and the data-base will be deleted after completion of the study, but the latest by 31.12.2019.

What will the project produce?

The information from this phase of my research will be used to establish the relationships of interest between game usage, wellbeing, and personality. It will be reported as the core of my PhD dissertation and potentially in academic publications and conferences.

If you accept this invitation, what are your rights as a research participant?

You do not have to accept this invitation if you don't want to. If you do decide to participate, you have the right to:

- choose not to answer any question;
- withdraw from the study before having completed all three survey sections;
- ask any questions about the study at any time;

- receive your own processed data (e.g. your personality traits or game usage factors);
- be able to read any reports of this research by emailing the researcher to request a copy.

If you have any questions or problems, who can you contact?

If you have any questions, either now or in the future, please feel free to contact me:

Student:

Name: Florian Flueggen

University email address:

Florian.flueggen@vuw.ac.nz

Supervisor:

Name: Michael Johnston

Role: Primary Supervisor

School: Education

Phone: +64-4-463 9675

Michael.johnston@vuw.ac.nz

Human Ethics Committee information

If you have any concerns about the ethical conduct of the research you may contact the Victoria University HEC Convenor: Associate Professor Susan Corbett. Email susan.corbett@vuw.ac.nz or telephone +64-4-463 5480.