

## Permission to Take Part in a Human Research Study

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### ***Title of research study: oDREAMS: Promoting Computational Thinking through Game & Simulation Design***

***Investigator: Alex Repenning***

### ***Why am I being invited to take part in a research study?***

We invite you to take part in a research study because you are an instructor who is interested in implementing the Scalable Game Design with your students.

### ***What should I know about a research study?***

- Someone will explain this research study to you.
- Whether or not you take part is up to you.
- You can choose not to take part.
- You can agree to take part and later change your mind.
- Your decision will not be held against you.
- You can ask all the questions you want before you decide.

### ***Who can I talk to?***

If you have questions, concerns, or complaints, or think the research has hurt you, talk to the research team at: University of Colorado Boulder, Department of Computer Science, 430 UCB, Boulder, CO 80309. Dr. Repenning can also be reached at (303) 492-1349 or [alexander.repenning@colorado.edu](mailto:alexander.repenning@colorado.edu)

This research has been reviewed and approved by an Institutional Review Board (“IRB”). You may talk to them at (303) 735-3702 or [irbadmin@colorado.edu](mailto:irbadmin@colorado.edu) if:

- Your questions, concerns, or complaints are not being answered by the research team.
- You cannot reach the research team.
- You want to talk to someone besides the research team.
- You have questions about your rights as a research subject.
- You want to get information or provide input about this research.

### ***Why is this research being done?***

The overarching goal of oDREAMS is to study the development of computational thinking skills (CT), which is the reasoning we use to make sense of real world situations and model them with technology. The oDREAMS project will focus on how face-to-face, online and blended professional development models for teaching computing support classroom teaching and student learning in various schools.

From mid-August to December 2013, we expect participating teachers will implement their initial unit of the Scalable Game Design (SGD) curriculum with their students. Depending on the class and teacher choices for adaptation, the duration of this initial SGD unit will be 1-8 weeks.

### ***How long will the research last?***

We expect that you will be in this research study for six months, with an annual renewal for up to four years.

### ***How many people will be studied?***

We expect about 2,200 people will be in this research study across multiple school sites and educational organizations. Over four years we expect about 200 teachers and 15,000 students to participate in the study across the United States.

### ***What happens if I say yes, I want to be in this research?***

If you decide to participate in the research component of oDREAMS, you will be asked to complete an online survey in response to your participation in the summer institute, complete lesson logs that document your adaptation of the SGD unit(s), and administer online surveys to your students. Some teachers will be asked if members of the project team can observe your classroom practices.

Participation will take place at the training site during the summer and the computer lab or classroom of your school during the fall 2013 semester.

### ***What happens if I do not want to be in this research?***

You can leave the research at any time and it will not be held against you. You have the right to refuse to answer any survey question(s), participate in classroom observations, or any related procedure for any reason. Refusing to participate in this study will not result in any penalty or loss of benefits to which you are otherwise entitled. However, if you decide to decline to participate in the research portion of the study, you will not received the \$200 research stipend.

### ***What happens if I say yes, but I change my mind later?***

You can leave the research at any time it will not be held against you. If you decide to leave the research without completing the data collection, you will not received the \$200 research stipend. If you decide to leave the research, contact the Alex Repenning ([alexander.repenning@colorado.edu](mailto:alexander.repenning@colorado.edu); 303-492-1349) so that the he can inform the oDREAMS project team.

### ***Will being in this study help me any way?***

The benefits of being in this study are learning about principles for game design, simulation design and connections to computer programming.

### ***What happens to the information collected for the research?***

Efforts will be made to limit the use and disclosure of your personal information, including research study records, to people who have a need to review this information. We cannot promise complete secrecy. Organizations that may inspect and copy your information include the IRB, other representatives of this organization, and organizations involved with the evaluation of oDREAMS. Any student data shared with these other institutions will have codes in place of student or teachers names to protect student and teacher confidentiality

***What else do I need to know?***

This research is being funded by the National Science Foundation. If you agree to take part in the research portion of this study, we will pay you \$200 for your time and effort.

Publications resulting from this study (academic articles, reports) can be made available to participants upon request.

Your signature documents your permission to take part in this research.

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Signature of subject

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Date

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Printed name of subject