

A playful tool for increasing citizen participation in urban design and planning (Games for Data Collection) - User test building system

Study description for participant

DEP005 (2020-1) Project Design II - Games and play - Games for Data Collection
University of Technology Eindhoven, BSc Industrial Design, year 2

Researchers

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The goal of our project

We see an opportunity to increase communication and collaboration between municipalities and citizens in urban design and planning by making this process more engaging, with the goal to create an environment where people feel more at home and more connected to.

We will do this through the use of a platform on which people can create, share, and discuss urban design and planning ideas. Ideas take on the form of contextual (location-based) augmented reality scenes, built up from individual objects and visual material.

Study description

For the user test, you will be asked to perform certain actions through the use of the given prototype. These actions might include: try to create a new item or explore an item. You might also be asked to freely explore the prototype.

Video and audio will be recorded during the user test. A screen recording of the iPad will be made for analytical purposes. While using the prototype, the participant will apply the Think-Aloud technique and afterwards a semi-structured interview will be performed. During the entirety of the user test, the participant will be recorded with a stationary camera for analytical purposes. After this analysis, the video will be permanently destroyed and the video will not be distributed to anyone outside of the stated researchers at the top of this document. However, if the user consents, we will be allowed to use the recording for promotional purposes.

The transcription and analysis of the video and audio will be removed of any personally identifiable data. After that, we will extract quantitative data out of the analyses of multiple user tests to substantiate our research claims and explain our design choices to external parties.

During the user test, the researchers will ask questions about your experience with the prototype; e.g. whether the interactions feel intuitive and whether you are happy with the result.

If you have any additional questions about the project, feel free to ask (one of) the researchers.

Consent form for

A playful tool for increasing citizen participation in urban design and planning (Games for Data Collection) -
User test platform

Participant number:

Participant:

- The goal of the research was explained to me. I had the chance to ask questions about the research and these were answered to my satisfaction.
- I consent voluntarily to be a participant in this study, I understand I can refuse to perform actions or answer questions and that I can withdraw myself from the research without having to give a reason for this. If I withdraw, the information provided by me will be destroyed.
- I consent that a video and audio recording of me will be captured during the study, which will only be available to the researchers on a secure medium and destroyed after analysis and transcription, unless given consent to use the footage for promotional purposes. Personally identifiable information will be excluded from the transcription.
- I consent that the (anonymised) transcription and analysis of the video and audio recordings will be used by the researchers for substantiating research claims and explaining design choices to external parties.

Name participant: _____

Date: ___/___/___

Signature: _____

Researcher(s)

- I informed the participant about the goal of this study to the best of my knowledge and I answered possible answers about this study clearly.

Name researcher 1: _____

Date: ___/___/___

Signature: _____

(If applicable)

Name researcher 2: _____

Signature: _____