

# PLAYFUL UNIVERSITY INFORMATION SHEET FOR PARTICIPANTS

VERSION NUMBER: [1] DATE: 14/12/2020

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**Thank you for showing an interest in this project. Please read this information sheet carefully before deciding whether or not to participate.**

## **Invitation and brief summary:**

Dear student/colleague, we wish to invite you to participate in an exciting project “The Playful University” that will analyse the impact of playful activities and community.

## **What are the possible benefits of taking part?**

Taking part in this research project allows project members and participants to make informed decisions about promoting a deep consideration of learning design, pedagogy frameworks and assessment methodology as part of our aim to inspire a more playful approach to learning. Potentially this can enable the counteracting a number of barriers to creativity and wellbeing. This may be beneficial to yourselves or to colleagues in future.

## **Purpose of the research:**

We will investigate the effectiveness of the playful activities and community through three research methods; anonymised pre- and post- questionnaires, pseudonymised Personal Meaning Maps, feedback sessions and interviews.

## **Why have I been approached?**

You are either a member of The Playful University Club or have attended/participated in an activity organised with the Playful University project, or both.

## **What would taking part involve?**

As a Playful University Club member: completing questionnaires that will seek feedback around the perceived benefits and challenges of participating in Playful University community as well as gathering responses pertaining to how engagement may have impacted learning experiences, wellbeing and social interaction.

As an attendee of a specific activity/event: completing questionnaires that will seek feedback on how participants might use their experience at the event to affect their teaching / learning / wellbeing.

In addition pre- and post-events you may be asked to use Mural (whiteboard / mind mapping university owned software) or pen and paper where preferred, to create personal meaning maps (PMM) which allow participants to ‘brainstorm’ ideas and knowledge related to the topic of play and games. Participants will revisit them over the course of the research project and their contributions will be analysed to demonstrate change over time in knowledge and perception of play and games.

All data will be anonymised and kept confidential.

## **What are the possible disadvantages and risks of taking part?**

The Playful University Club is encouraging participants to engage with play to support wellbeing as well as teaching & learning. Should a participant express stress or discomfort, or indicate they are struggling with wellbeing, we will signpost to the wellbeing team (<https://www.exeter.ac.uk/wellbeing/>) and their resources.

## **What will happen if I don't want to carry on with the study?**

Participants are welcome to withdraw from the study at any point. The data from the survey is anonymous, data which will not be anonymised are feedback session data, interviews and PMMs. Feedback session data, PMMs and Interview data can be withdrawn from the project up until 1<sup>st</sup> September 2021 at which point contributions will be embedded with the research analysis, however as stated to the participant their contribution in these areas will be pseudomised.

**How will my information be kept confidential?**

The University of Exeter processes personal data for the purposes of carrying out research in the public interest. The University will endeavour to be transparent about its processing of your personal data and this information sheet should provide a clear explanation of this. If you do have any queries about the University's processing of your personal data that cannot be resolved by the research team, further information may be obtained from the University's Data Protection Officer by emailing [dataprotection@exeter.ac.uk](mailto:dataprotection@exeter.ac.uk) or at [www.exeter.ac.uk/dataprotection](http://www.exeter.ac.uk/dataprotection)

Participants will be allocated a pseudonym when they consent to take part in interviews. Participant information will be collected in a key, which links the participant to the pseudonym. This key will only be available to the 2 investigators and student interns working on the project, and will be destroyed on completion of data collection or 12 months after the commencement of data collection, whichever is earlier. Anonymised data will be retained indefinitely.

**What will happen to the results of this study?**

Data will be used to analyse the impact of playful activities and community and we will aim to publish the anonymised results in academic publications (peer reviewed journals, books, blogs), conference presentations and potentially final year dissertation(s). Participants will be able to engage with this research project and give feedback through the activities organised by the University of Exeter Education Incubator Team, including an open to all Incubator Café.

**Who has reviewed this study?**

This project has been reviewed by the SSIS Research Ethics Committee at the University of Exeter (Reference Number 202021-046)

**Further information and contact details**

Please contact your module lead or the research team directly at [m.p.koeners@exeter.ac.uk](mailto:m.p.koeners@exeter.ac.uk) if you have further questions or concerns.

You can also contact the college research ethics committee using the email address below:  
[ssis-ethics@exeter.ac.uk](mailto:ssis-ethics@exeter.ac.uk)

Thank you for your interest in this project