

## **Informed Consent by Participants in a Research Study**

### **Category VR: Motor and Delay-based Information Access Costs and their Impact on Behaviour and Learning Outcomes in a VR-based Category Learning Experiment**

Research Ethics Application Number: #30000750

#### **Who is Conducting this Study?**

**Principal Investigator:**

Dr. Mark Blair

Department of Psychology and Cognitive Science

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Role: Dr. Blair is overseeing this research as Robin's superv



## **Potential Risks of the Study:**

The research team will abide by the latest provincial health guidelines in relation to the COVID19 pandemic and will be fully vaccinated against COVID-19. Only one experimenter will present during your experience, and equipment will be systematically and thoroughly sanitized between each use. While these measures are intended to secure the safety of our staff and participants, no guarantee can be offered that these will be sufficient to prevent the spread of COVID-19 during this experiment.

When inside an immersive virtual reality environment, some people experience what is called “Virtual Reality Sickness”. The typical experience felt in these cases is directly comparable to experiencing motion sickness while in a moving vehicle.

This experience has been widely explored, and there are a large number of design factors which can mitigate this risk and we have taken care to implement these into the design of this experiment. Given the nature of our study, we take the probability and magnitude of this risk to be minimal.

However, should you begin to feel nauseous or dizzy at any point during the experiment, simply close your eyes, remove the headset and the experimenter will help you with the rest of the equipment. In some cases, this nausea can last up to 3 hours after the experience, but this is very rare.

## **Potential Benefits of the Study:**

We do not believe that there are any specific benefits you will experience as a result of your participation in this study, however, many people do find immersive virtual reality to be quite fun experience if they have never tried this technology before.

The results from this research will help to explore how people learn and acquire skills through VR-based training programs.

## **Payment**

You will receive 1 research participation credit for your involvement in this study.

## **Confidentiality**

All data relating to you will be anonymized via the use of participant numbers. No identifiable information about you will be recorded in the data submitted for this experiment.

You have been informed that your involvement in the research will be confidential. Additionally, we encourage you not to discuss your experiences during the experiment with other people. However, you are under no obligation to withhold this information either. Please also be reminded that email is not a secure form of communication. While we will take make efforts to reduce risk of any data breach on our systems, we cannot guarantee that no such data breaches will occur.



