

UNIVERSITY OF CALIFORNIA LOS ANGELES STUDY INFORMATION SHEET

VSim: Interface software and online repository and archive to facilitate distribution and educational use of three-dimensional computer models of historic urban environments

Lisa M. Snyder and Scott Friedman from the Institute for Digital Research and Education at the University of California, Los Angeles (UCLA) are conducting a research study funded by the National Endowment for the Humanities (NEH).

You were selected as a possible participant in this study because of your interest in the pedagogical and research applications for three-dimensional cultural heritage content. Your participation in this research study is voluntary.

Why is this study being done?

The goal of the project is to develop a generalizable piece of software that supports the use of 3D computer environments for teaching and research, and to build a repository and archive for 3D content and related primary and secondary research materials related to the environments. User feedback generated on the software prototype (VSim) as a result of your participation in this study will be used to inform continued programming efforts.

What will happen if I take part in this research study?

If you volunteer to participate in this study, you will be asked to do the following:

- Download the VSim software prototype and sample models.
- Familiarize yourself with the VSim user guides and best practices documents.
- Learn how to use the software's navigation options.
- Interact with one or more of the environments provided by the project team (e.g., Digital Karnak).
- Familiarize yourself with the narrative and embedded resource features of the software.
- Construct a narrative within one of the provided environments.
- Embed a mix of multi-media files into one of the provided environments.
- Use the software to load and interact with one of your own computer models (if your research involves generating 3D content).
- Provide feedback about the software and project concept using the project team's survey instrument.

How long will I be in the research study?

Participation time will vary according to user engagement and prior experience with interactive environments. At minimum, participants should be prepared to spend four (4)

hours learning the software, interacting with the sample models, and completing and returning the feedback survey. Participants who load and interact with their own content may choose to spend additional time with the software. Interaction with the software and provided environments is at the convenience of the participants; project team members will be available to participants for questions and coaching during regular working hours (9am – 6pm PST). Follow-up e-mails may be required to clarify user feedback.

Are there any potential risks or discomforts that I can expect from this study?

There are no anticipated risks or discomforts.

Are there any potential benefits if I participate?

Your participation will help ensure that the final VSim software responds to the needs of scholars working with and using 3D content. Once completed, the results of the research – the final version of the VSim software and its companion repository and archive – will be freely available to scholars and educators across humanities disciplines and grade levels.

Will I be paid for participating?

You will not receive compensation for participating.

Will information about me and my participation be kept confidential?

Any information that is obtained in connection with this study and that can identify you will remain confidential. It will be disclosed only with your permission or as required by law. Completed survey forms will be assigned numeric identifiers for reporting purposes. Physical files related to the project will be stored in IDRE's Technology Sandbox, a secure facility restricted to palm-scanner access. Digitized material (e.g., e-mail correspondence and project work files) will be stored in UCLA's secure data center and only accessible to the VSim project team and employees of UCLA's Office of Information Technology and the Institute for Digital Research and Information.

What are my rights if I take part in this study?

- You can choose whether or not you want to be in this study, and you may withdraw your consent and discontinue participation at any time.
- Whatever decision you make, there will be no penalty to you, and no loss of benefits to which you were otherwise entitled.
- You may refuse to answer any questions that you do not want to answer and still remain in the study.

Who can I contact if I have questions about this study?

- **The research team:**
If you have any questions, comments or concerns about the research, you can talk to the one of the researchers. Please contact:

Lisa M. Snyder
UCLA Office of Information Technology
Institute for Digital Research and Education
5308 Math Sciences
Box 951557, Mail Code 155705
Los Angeles, CA 90095-1557
lms@idre.ucla.edu
(310) 825-8487

- **UCLA Office of the Human Research Protection Program (OHRPP):**
If you have questions about your rights while taking part in this study, or you have concerns or suggestions and you want to talk to someone other than the researchers about the study, please call the OHRPP at (310) 825-7122 or write to:

UCLA Office of the Human Research Protection Program
11000 Kinross Avenue, Suite 211, Box 951694
Los Angeles, CA 90095-1694