

# M2 Interactive Usability Test

## Participant Information Sheet

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Date Information Sheet Provided:

/ / 2015

Class Research Project:

Applied Human Computer Interaction

Invitation:

Dear participant, our names are Jason Gerbes, Joshua Son and Paul Lee, and we are undertaking an assignment to investigate Human Computer Interaction (HCI) theory. We would like to invite you to participate in our investigation.

This is a team-based assignment. The focus of the assignment is on the usability of an Augmented Reality application — M2 Interactive.

Augmented Reality is a technology which overlays digital information on real world imagery. M2 Interactive is an application, produced by Luminary Promotions, which enables Augmented Reality content to be projected over pages of an M2 Men's magazine using a smartphone.

We plan to assess the usability of M2 Interactive by observing your use of the application.

What is the purpose of this research?

We are investigating HCI theory in relation to an Interaction Device to learn something about the usability of technology, and also to learn appropriate ways to research in this area. We may also have an opportunity to publish our findings, most probably in a student research conference.

How was I identified and why am I being invited to participate in this research?

You were identified as a potential reader of M2 Men's magazine and a smartphone user. We believe that you fit the target demographic of the M2 Interactive application. Readers of M2 Men's magazine are typically wealthy middle-to-late aged gentlemen.

What will happen in this research?

You will be provided the running M2 Interactive application on a smartphone and a January 2015 copy of M2 Men's magazine, with no usage instructions. You will be asked to use the application as you would naturally assume to be correct. We will take notes about any observations during your use of the app.

When you have decided to stop using the application, we will ask you to explain any issues you experienced. We will then discuss our observations with you and ask you a series of standard questions regarding the usability of the application.

We will assess the information gathered from all participants, and the key findings will be presented in the form of an interactive report, due Friday 5 June 2015.

## What are the potential discomforts and risks?

The focus of the assignment is to assess how well M2 Interactive has been designed to fit with the user's needs. We will not be focussing on how well you are able to use the application, so please do not feel embarrassed if you are unable to do something during the session, as this is a reflection of poor design rather than your performance.

You may experience eye strain during the use of the application if you have poor vision.

## How will these discomforts and risks be alleviated?

We will stop the session at any time per your request. Please inform us if you experience any discomfort and wish to stop. You are also welcome to wear correctional optic lenses during the test to alleviate poor vision, though we discourage the use of sunglasses; as these may negatively effect your experience with the application.

## What are the benefits?

This assignment is primarily coursework for our Applied Human Computer Interaction university paper. We may also have the opportunity to publish this study at a conference or in some other form of publication. The results of the study will be presented to Luminary Promotions, as suggestions for improvement to the M2 Interactive application.

## How will my privacy be protected?

We will not be using your name or your image in any published material, any data that we collect that does have identifying characteristics will be stored in a locked cupboard in the School of Computing and Mathematical Sciences offices.

## What are the costs of participating in this research?

We envisage that it will take approximately 15 minutes for our usability session, though we encourage you to use the application for a period of time that feels natural to you. There are no restrictions around minimum or maximum usage time. There are no financial costs involved in participating in this research.

## What opportunity do I have to consider this invitation?

Your consideration of this invitation must be decided within a week. Our data collection must be completed over a two week period, so your swift response would be much appreciated.

## How do I agree to participate in this research?

Upon your decision to participate in this research, you will be provided a consent form. We require that you sign the consent form before we can undertake the research.

## Will I receive feedback on the results of this research?

We are able to send you a summary of our research report upon your request. This information will be sent to the email address you have provided, at the completion of our coursework.

## What do I do if I have concerns about this research?

Any concerns regarding the nature of this project should be notified in the first instance to the Project Supervisor, *Dr Robert Wellington*, *robert.wellington@aut.ac.nz*, phone 09 921 9999 extension 5432.

Concerns regarding the conduct of the research should be notified to the Executive Secretary, AUTECH, Kate O'Connor, *ethics@aut.ac.nz*, 09 921 9999 ext 6038.

## Whom do I contact for further information about this research?

### STUDENT CONTACT DETAILS

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### PROJECT SUPERVISOR CONTACT DETAILS

Name	Email	Phone
Dr. Robert Wellington	robert.wellington@aut.ac.nz	09 921 9999 ext. 5432

*Approved by the AUT University Ethics Committee on 7 August 2012, AUTECH Reference number 12/178.*