# Project Information Sheet (Plain Language Statement)

## Faculty of Engineering and Information TechnologySchool of Computing and Information Systems &School of Mechanical Engineering

## ***Project: Robots and games in stroke rehabilitation:***

## ***User requirements for adaptive & personalized design***

**Project Supervisor:**

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### Introduction

Thank you for your interest in participating in this research project. The following few pages will provide you with further information about the project, so that you can decide if you would like to take part in this research.

Please take the time to read this information carefully. You may ask questions about anything you don’t understand or want to know more about.

Your participation is voluntary. If you don’t wish to take part, you don’t have to. If you begin participating, you can also stop at any time. Your decision whether to take part or not to take part, or to take part and then withdraw, will not affect your employment status, your relationship with research staff or your relationship with the University of Melbourne.

You have been invited to participate because you have recently had a stroke and may be experiencing difficulties moving around or completing everyday tasks.

### What is this research about?

In this research, we want to understand how people are using games for stroke rehabilitation. We will use this information to design a framework for a series of games that can provide personalised support by adapting to a person’s current physical capacity. It is not important whether you have or haven’t used gaming or robotic technology as part of your rehabilitation as we are interested in understanding your thoughts about such equipment.

### What will I be asked to do?

In this study, we would like to learn from all people involved in stroke rehabilitation, including people like yourself who have had a stroke. We would like to understand your likes, needs and preferences for robotic and gaming technology used in stroke rehabilitation. This will help hospitals and rehabilitation clinics to develop strategies to support patients to use this equipment and it may also help companies to develop more suitable equipment for patients.

Should you agree to participate, we will invite you to participate in an interview about whether you have used robotic and gaming technology during your rehabilitation, your view on barriers and enablers for the use of robotic and gaming technology for stroke rehabilitation, and your preferences and needs for such devices. Interviews may be held in person or online. We expect the interviews to take around 30-45 minutes and no more than an hour.

We will video and audio record the interview and send the recording to an external company ([www.rev.com](http://www.rev.com) ) for transcription. Once we have received the transcription and checked it for accuracy, we will delete the recording.

### What are the possible benefits?

The benefits of participating will be in improving understanding of the use of games in stroke rehabilitation and of the potential to deliver more personalised and adaptive games to support individual rehabilitation, including tracking and monitoring patients’ movement. We aim to develop a framework that will support the development and understanding of such games in future.

We will give you a $50 Coles Group gift card to thank you for your time. Additionally, if you attend an interview on campus, we will reimburse you up to $20 for any reasonable travel, parking, meals, and other expenses associated with the research project.

### What are the possible risks?

We have not identified any specific risks to you from participating in this research.

You may feel that some of the questions we ask are stressful or do not relate to your experience. If you do not wish to answer a question, you may skip it and go to the next question, or you may stop immediately.

### Do I have to take part?

No. Participation is completely voluntary. You are able to withdraw at any time. If we have not yet analysed your comments, we will delete our records of your interview and participation. We are unable to revise previously published or submitted material.

### Will I hear about the results of this project?

We will disseminate results of this project via email. If you wish, we can email you a copy of any publications resulting from this project. Please ask the researcher who interviews you to add you to the list, which will be stored securely.

### What will happen to information about me?

By signing the consent form, you consent to the research team collecting and using personal information about you for the research project. Any information obtained in connection with this research project that can identify you will remain confidential. If you consent to participate in this project, you will be allocated a pseudonym, and this will be saved in an excel spreadsheet. Only Dr Marlena Klaic will have access to the excel spreadsheet, which will be saved in a password protected file on a University of Melbourne computer. The information connecting your name to your pseudonym will be kept separately to all other information collected about you in this research project.

Your information will only be used for the purpose of this research project, and it will only be disclosed with your permission, except as required by law. The personal information that the research team collect, and use includes your role description and number of years of experience in stroke rehabilitation. This information will be obtained at the beginning of the semi-structured interview.

The audio recording of your interview will be sent to an external company ([www.rev.com](http://www.rev.com) ) for transcription. Once we have received the transcription and checked it for accuracy, we will delete the recordings.

At the end of this project, the data from all participants, including clinicians, patients, and carers/families, will be analysed so that we can understand perceptions of and experience with robotic and gaming technology for stroke rehabilitation. The results will be written up to present at conferences and for publication in a scholarly journal. In any publication or presentation, the information will be provided in such a way that you cannot be identified. Due to the small number of participants, however, it is possible that someone who knows you and knows that you participated in this study might be able to identify something that you have said. If you would like to receive a summary of the results of this project, please advise any member of the research team and we will be happy to share this with you.

All data collected during this study will be confidential and only researchers involved in this study will have access to this. Electronic data will be password protected and saved on a University of Melbourne computer which only researchers linked to the project will have access to. Data will be kept for 5 years after which it will be destroyed according to University of Melbourne guidelines.

### Who is funding this project?

This research is funded by a grant of $39,000 from the School of Computing and Information Systems and the School of Mechanical Engineering at The University of Melbourne.

### Where can I get further information?

If you would like more information about the project, please contact the researchers; Dr Marlena Klaic Marlena.klaic@unimelb.edu.au or Dr Melissa Rogerson melissa.rogerson@unimelb.edu.au

### Who can I contact if I have any concerns about the project?

This project has human research ethics approval from The University of Melbourne (Ref. 26694). If you have any concerns or complaints about the conduct of this research project, which you do not wish to discuss with the research team, you should contact the Research Integrity Administrator, Office of Research Ethics and Integrity, University of Melbourne, VIC 3010. Tel: +61 3 8344 1376 or Email: research-integrity@unimelb.edu.au. All complaints will be treated confidentially. In any correspondence please provide the name of the research team and/or the name or ethics ID number of the research project.