UNIVERSITY OF WINCHESTER

ETHICS FORM 3

FACULTY REVIEW

GUIDELINES

This form is for staff and doctoral students. It will help you set out the ethical aspects of your project that need to be reviewed. Before completing it, you need to:

1. Read *The University Research Ethics Policy*.

2. If you are a student, discuss the ethical aspects of your project with your supervisor.

It is your responsibility to follow the University's Policy on the ethical conduct of research and to follow any relevant academic guidelines or professional codes of practice pertaining to your study when answering these questions. This includes providing appropriate information sheets and consent forms and ensuring confidentiality in the storage and use of data.

The questions in this proforma are intended to guide your reflection on the ethical implications of your research. Explanatory notes and further details can be found in the Policy document.

If any aspect of your project changes during the course of the research, you must notify the Chair of UREC.

SECTION 1

YOUR DETAILS			
1.1.	Your name**: Willow Dallimore**		
1.2.	Your department: **Games Design and Development**		
1.3.	Your Faculty: **Digital Media Design**		
1.4.	Your status**:**		
		☒ Undergraduate Student	☐ Staff (Professional Services)
		☐ Taught Master	☐ Staff (Academic)
		☐ Research Degree Student	☐ Other (please specify below)
1.5.	Your university email address**: w.dallimore.21@unimail.winchester.ac.uk**		
1.6.	Your telephone number**: 07701382589**		
	For doctoral students only:		
1.7.	Your degree programme**:**		
1.8.	Your supervisor's name**:**		
1.9.	Your supervisor's department**:**		
1.10.	Your supervisor's email**:**		

SECTION 2

	YOUR PROJECT		
2.1.	Project title: **Exploring how harmful representations in classic video games can be improved/ altered in video game remakes.**		
2.2.	Start date: **19ᵗʰ February 2024**		
2.3.	Expected completion date: **13ᵗʰ May 2024**		
2.4.	Expected location of data collection: **Online survey (digital).** (*e.g. school, workplace, public place, University premises etc*.)		
2.5.	Has funding been sought for this research**?**		
		☐ Yes	☒ No
2.6.	If so, where have you applied for funding?		
2.7.	Has the funding been granted?		
		☐ Yes ☒ No	☐ Pending
2.8.	Is the research collaborative? (*e.g. co-investigators from another institution, at or with another organisation or colleagues in another department*)		
		☐ Yes	☒ No
		If yes, which?	
2.9.	Is Disclosure and Barring Service clearance required for your study? *It is your responsibility to contact the Disclosure and Barring Service (DBS) to confirm whether or not clearance is needed prior to commencing recruitment or data collection. More information here*		
		☐ Yes	☒ No
2.10.	Is a risk assessment required? *It is your responsibility to contact the Health and Safety Office at the University to confirm whether or not a risk assessment is required prior to commencing recruitment or data collection.*		
		☐ Yes ☒ No	☐ Pending
2.11.	Will your research be informed by guidelines from a professional association or specific, agreed standards of practice?		
		☐ Yes	☒ No
		If yes, which?	

SECTION 3

PROJECT DESCRIPTION

Please provide a brief description of your project in non-technical language (between 500-1000 words). This should include details of the research rationale, aim(s), research question(s), context (linking to some relevant literature), and methods (including details of participants, data collection (including examples /descriptions of any audio or visual stimuli to be presented to participants), data analysis) to be used. You should state any ethical issues that you have identified and how these will be dealt with. This overview should contain sufficient information to acquaint the reader with the principal features of the proposal. A copy of the full proposal may be requested if further information is deemed necessary.

Please use this section to list documentation that may be relevant to your application and append it to the submission (e.g. consent forms, information sheets, questionnaires etc.).

Following my case study last semester, I will further explore my topic through primary research, completing a project to go alongside the research. My case study title was 'How do representations differ in 'classic' video games compared to modern video games when comparing an original to a remake?' and I researched social norms in relation to representations of aspects such as race and gender in video games.
I deduced that, due to primarily being played by and created by white men, some older video games have problematic, harmful representations of other demographics, such as racist stereotypes and sexist depictions of women.

This project would explore player's opinions of representations within video games, asking them if any games they've played they feel included problematic or harmful representations (not just of race and gender, of many aspects such as sexuality, religion, political standing etc.).

Through the survey findings, I would identify the game which most participants deemed as problematic. Aligning with the original case study, I would focus on the problematic aspects of representation identified in the survey results and create concept art and a game pitch/ overview explaining how these elements would be altered in a hypothetical remake for modern audiences.

My survey participants will be anonymous. To maintain anonymity, I have specified in the settings of my survey that their emails will not be collects. I have also made the questions relating to personal elements, such as age and gender identity, optional to avoid any discomfort for the participant. I will store the data in the google forms results and screenshot elements and results to use in my project evaluation. The results will be kept safe behind my password protected computer and no one else will have access to the results. After graduation, I will delete the responses to ensure the data has been destroyed.

SECTION 4

REFINING THE LEVEL OF ETHICS REVIEW REQUIRED

	Please mark with an ⊠ as appropriate	YES	NO
1	Does the research involve members of the public in a research capacity as co-researchers? (I.e. as in participant research where involvement extends beyond data collection)	☐	⊠
2	Is there a risk of over-disclosure that may put the participants at risk or cause them any anxiety?	☐	⊠
3	Will tissue samples (including blood) be obtained from participants?	☐	⊠
4	Will the study require the co-operation of a gatekeeper for initial access to participants? (E.g. to students at school, to members of self-help group.)	☐	⊠
5	Is the right to withdraw from the study withheld at any time, or not made explicit?	☐	⊠
6	Is there any reason participants may feel obliged to participate in the study against their will?	☐	⊠
8	Will the research involve administrative or secure data that requires permission from the appropriate authorities before use?	☐	⊠
10	Will financial inducements (other than reasonable expenses and compensation for time) be offered to participants?	☐	⊠
11	Are there payments to researchers /participants that may have an impact on the objectivity of the research?	☐	⊠
12	Is there any cause for uncertainty as to whether the research will fully comply with the requirements of the General Data Protection Regulation (GDPR) (2018)?	☐	⊠
13	Does any part of the project breach any codes of practice for ethics in place within the organisation in which the research is taking place?	☐	⊠
14	Are drugs, placebos or other substances (e.g. food substances, vitamins) to be administered to the study participants? Please note: for fast track review, it is expected that the study will not involve invasive, intrusive or potentially harmful procedures of any kind.	☐	⊠
15	Is pain or more than mild discomfort likely to result from the study?	☐	⊠
16	Could the study induce psychological stress or anxiety or cause harm or negative consequences beyond the risks encountered in normal life? (E.g. involve prolonged or repetitive testing.)	☐	⊠
17	Does the project pose any potential or actual conflict(s) of interest for the researcher and /or stakeholders?	☐	⊠

If you answer <u>YES</u> to *any* of these questions, please use the next section to indicate which question you have said yes to, describe the ethical issue in the context of your study and how you will address it. If you have answered <u>NO</u> to all questions, complete section 6.

SECTION 5

ADDITIONAL INFORMATION AND AMENDMENTS
Use this space to address ethical issues highlighted by the checklist in section 4, or to amend an original submission.

SECTION 6

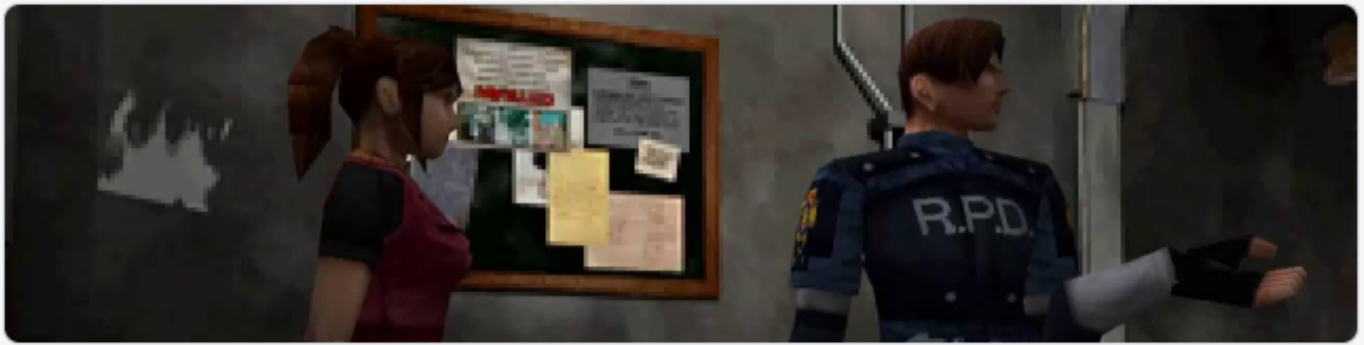| DECLARATION |
| --- |
| I have read and understood the University of Winchester Research Ethics Policy and confirm that adequate safeguards in relation to the ethical issues raised by this research can and will be put in place. I am aware of and understand University procedures regarding Health and Safety. I understand that the ethical aspects of this project may be monitored by the University Research Ethics Committee.

I understand my responsibilities as a researcher as described in the University of Winchester Research Ethics Policy.

I declare that the answers above accurately describe the research as presently designed and that a new application will be submitted should the research design change in a way which would alter any responses given in Form 1 or here. |
| ☒ I confirm that if a Risk Assessment is required I will complete it and have it co-signed by my Supervisor or Head of Department before data collection takes place. |
| ☒ I confirm that, if DBS clearance is required for my project, then I will seek it before the start of my project. |
| ☒ I confirm that my research does not include risks that might cause it to be excluded from coverage by the University's insurers. |
| ☒ I confirm that I have appropriate insurance for this research. |

Researcher's signature: Willow Dallimore	Date: 12/02/2024

In addition, for **students** (research): The student has the skills to carry out the proposed research. I undertake to monitor the student's adherence to the relevant research guidelines and codes of practice.

Supervisor's signature:	Date:

Please submit this form along with Form 1 to your nominated Ethics Lead.

Please remember to append any forms or documents that may be relevant to your application (e.g. consent form, information sheet, questionnaire(s) etc.). Your form cannot be considered unless it is submitted with the required supporting documentation. Omitting to do so will delay the ethics review process.

Appendix:

Representation within video games.

I am a student in my last year at university studying games design and development. For this module, I must collect primary research to further explore my case study findings from last semester.

My case study was titled 'How do representations differ in 'classic' video games compared to modern video games when comparing an original to a remake?' and this survey will inform my next project, creating a hypothetical remake of an older game that includes outdated or problematic representations.

All answers are anonymous and will not be shared outside of my project. Your email will not be connected to this survey or referenced in any way.

If you have any further questions, please contact me by email at willowdallimore13@gmail.com
Thank you for you time!

willowdallimore13@gmail.com Switch accounts

Not shared

* Indicates required question

What gender do you identify as?

○ Male

○ Female

○ Other: _____

Please write you age in the box below.

Your answer

What year did you start playing video games?   *
(If you can not remember specifically, please provide an estimate)

Your answer

Which element of representation do you feel is most commonly depicted *problematically* in video games? *

○ Race/ ethnicity

○ Gender

○ Sexuality

○ Religion

○ Disability

○ Mental Health

○ Other: _____

Out of all the video games you are familiar with, which game do you feel includes the BEST representations of one or more of these elements?

Your answer

Why do you feel the representations in this game are POSITIVE?
Please explain as thoroughly as possible.

Your answer

Out of all the video games you are familiar with, which game do you feel includes * the WORST representations of one or more of these elements?

Your answer

Why do you feel the representations in this game are NEGATIVE? *
Please explain as thoroughly as possible.

Your answer

Representation on Video game remasters and remakes.

A video game **remaster** is a rerelease of an original game that has been enhanced by improving assets such as models, sound effects, lighting, and other aspects.

Remasters are essentially the same core game with enhanced assets and visuals to update the experience for modern players (Main Leaf, 2023).

A video game **remake** completely rebuilds the game, starting development from scratch.

Hayton (2020) explains that a remake
and its original game are 'essentially different games, even if they use the
same story, setting, music art or gameplay ideas'.

Do you play video game remasters?

○ Yes

○ No

○ Other:

Do you play video game remakes?

○ Yes

○ No

○ Other: _____

How much do you agree with this statement: *
'Problematic depictions in classic video game should be removed when
remastering the game.'

	1	2	3	4	5	
Agree	○	○	○	○	○	Disagree

Why did you chose you last answer? Please explain below: *

Your answer

How much do you agree with this statement: *
'Problematic depictions in classic video game should be removed
when *remaking* the game.'

	1	2	3	4	5	
Agree	○	○	○	○	○	Disagree

Why did you chose you last answer? Please explain below: *

Your answer

How much do you agree with this statement: *
'Video games released from1970-1990 include problematic representations of elements such as race, gender, sexuality etc.'

	1	2	3	4	5	
Agree	O	O	O	O	O	Disagree

How much do you agree with this statement: *
'Video games released from 1990-2000 include problematic representations of elements such as race, gender, sexuality etc.'

	1	2	3	4	5	
Agree	O	O	O	O	O	Disagree

How much do you agree with this statement: *
'Video games released from 2000-2010 include problematic representations of elements such as race, gender, sexuality etc.'

	1	2	3	4	5	
Agree	O	O	O	O	O	Disagree

How much do you agree with this statement: *
'Video games released from2010-2015 include problematic representations of elements such as race, gender, sexuality etc.'

	1	2	3	4	5	
Agree	○	○	○	○	○	Disagree

How much do you agree with this statement: *
'Video games released from 2016-2024 include problematic representations of elements such as race, gender, sexuality etc.'

	1	2	3	4	5	
Agree	○	○	○	○	○	Disagree

How much do you agree with this statement:
'Positive representation within video games is important.'

	1	2	3	4	5	
Agree	○	○	○	○	○	Disagree