



Participant Information Sheet



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Games for Research and Interdisciplinary Dialogue (GRID)

Inna Yaneva-Toraman, Agnessa Spanellis, Rachel Porteous, Frank Siedlok

Participant Information

What is the study about?

We invite you to participate in a research study titled **Games for Research and Interdisciplinary Dialogue (GRID)**. This project is led by Dr Inna Yaneva-Toraman (University of Edinburgh), and the research team includes Dr Agnessa Spanellis (University of Edinburgh), Dr Rachel Porteous (University of Glasgow), and Dr Frank Siedlok (University of St Andrews), and is done in collaboration with of Health Data Research UK (HDR UK), UK Dementia Research Institute (UK DRI), the University of Edinburgh Gamification and Systems Thinking Lab (GST Lab), and the University of Glasgow's Games and Gaming Lab (GG Lab). Before deciding, please take the time to read this information sheet, which explains the purpose of the research, what participation involves, and your rights as a participant.

What is the purpose of the study?

This study aims to enhance interdisciplinary collaboration by identifying key challenges in interdisciplinary research and equipping researchers with the skills to navigate them. Through three workshops, participants will co-design a board game that fosters dialogue, reflexivity, and problem-solving in interdisciplinary research. The game will highlight barriers to collaboration and introduce strategies to overcome them.

With input from a game developer and graphic designer, the game will be refined through testing with research teams and made openly accessible. By applying gamification, the project seeks to strengthen research culture, leadership, and teamwork in interdisciplinary settings.

Why have I been invited to take part?

If you are based at the University of Edinburgh, University of Glasgow, or University of St Andrews and have experience in interdisciplinary research or work closely connected to it, we invite you to take part in this project. Your insights will help shape

a board game designed to foster a stronger, more supportive interdisciplinary research culture and community.

We welcome participation from individuals across all disciplines, career stages, and roles, including researchers, technicians, postdoctoral researchers, students, professional services staff, and research support staff. Your experiences and perspectives are invaluable in creating a tool that reflects the realities of interdisciplinary collaboration and helps navigate its challenges.

Do I have to take part?

This information sheet has been written to help you decide if you would like to take part. It is up to you and you alone whether you wish to take part. If you do decide to take part you will be free to withdraw at any time without providing a reason and with no negative consequences.

To withdraw, please contact the Principal Investigator Dr Inna Yaneva-Toraman at I.Yaneva-Toraman@ed.ac.uk. If you choose to withdraw, any data you have provided will be removed from the study unless it has already been anonymised and used in publications.

What would I be required to do?

As a participant, you will be involved in **one or more of the three project workshops**, where you will contribute to the co-design of a board game. **Each workshop will last 4-5 hours** and will be facilitated by the research team, with support from a game developer and a graphic designer.

Your role will involve:

- Engaging in discussions about your experiences in interdisciplinary work.
- Identifying barriers to dialogue and collegiality in interdisciplinary research.
- Co-designing a game that incorporates strategies for overcoming these challenges.
- Collaborating with the research team, a game developer, and a graphic designer.

Are there any risks associated with taking part?

The workshops will involve discussions about interdisciplinary team dynamics, collaboration, and barriers to effective teamwork. Some participants may find reflecting on these experiences challenging or emotionally difficult.

To ensure a supportive and respectful environment, we will draw on the expertise of HDR UK's Public & Patient Involvement and Engagement Team and follow the safeguarding approaches outlined in Durham University's Guide to Community-Based Participatory Research. This includes, collaboratively setting shared protocols for communication, safety, and how we handle any difficulties or conflict, at the start of the workshops.

Your safety and wellbeing are central to this project. To help ensure a positive and inclusive experience for all participants, we will follow these key principles:

- Voluntary participation: Taking part is entirely your choice. You may withdraw at any time without giving a reason and without any negative consequences.
- Ongoing communication: We are committed to keeping you fully informed throughout the project. If anything is unclear or if you have any concerns, you are encouraged to raise them at any time.
- Protecting your wellbeing: We will take all reasonable steps to ensure the research does not cause harm or distress, and that the environment remains safe and respectful for everyone involved.
- Cultural sensitivity: We recognise and value the diversity of participants' backgrounds and experiences, and will approach all aspects of the project with care, flexibility, and respect.

Participants will also be signposted to relevant institutional support services, including mental health and counselling resources, as well as policies related to bullying, harassment, and grievance procedures.

If at any point you feel uncomfortable, you are free to pause your participation or withdraw from the study without providing a reason.

Are there any benefits associated with taking part?

There are no direct personal benefits to participating. However, by contributing to the design of this board game, you will help create a valuable resource for the wider research community. The game aims to support interdisciplinary teams in fostering collaboration, improving dialogue, and strengthening research culture. It will be integrated into the training activities of Health Data Research UK (HDR UK) and UK Dementia Research Institute (UK DRI), where it will have a wider reach. Your

insights and experiences will play a key role in shaping a tool that can benefit future interdisciplinary research efforts.

Informed consent

It is important that you can give your informed consent before taking part in this study. You will have the opportunity to ask questions about the research before you provide your consent.

Who is funding the research?

This is part of a study funded by Wellcome Trust Institutional Funding for Research Culture [grant number 228092/Z/23/Z]: InFrame Culture Catalyst Fund. The PIs for the InFrame project are Professor Chris Pearce and Dr Kay Guccione, University of Glasgow. The InFrame project is a collaboration between the universities of Edinburgh, Glasgow, and St Andrews. The Culture Catalyst Fund is an internal funding call, run by the InFrame project.

Reward/compensation

There are no direct rewards or compensation for participating. However, the project will cover travel expenses to workshops, as well as lunch and refreshments during the workshops.

Anonymised - means that parts of your data will be edited or deleted such that no-one, including the researchers, could use any reasonably available means to identify you from the data

What information about me or recordings of me ('my data') will you be collecting?

We will collect audio/video recordings of the workshops to transcribe and analyse discussions. These recordings will capture insights on interdisciplinary collaboration, challenges, and strategies, which will directly inform the game design.

All recordings will be made using encrypted devices and securely transferred to the University of Edinburgh DataStore via a secure network (eduroam or VPN). They will be stored in a password-protected file, accessible only to the research team.

Recordings will be transcribed and anonymized simultaneously. The research team will cross-check transcripts, after which the original recordings will be deleted, and all file locations and devices will be securely formatted.

Anonymized transcripts will be used to refine the board game and may also contribute to reports and guidelines on interdisciplinary collaboration. Additionally, we may collect anonymized excerpts from discussions for research publications. These will be generalised and careful consideration will be made to ensure re-identification is not possible.

You can request to withdraw your data within one month of participation, but once anonymized, removal will no longer be possible.

How will my data be stored and who will have access to it?

Audio/video recordings will be uploaded and stored in DataStore until they are transcribed and crosschecked. Transcripts which will be stored separately on DataStore in an anonymised form. After crosschecking the recordings and transcripts the original, un-anonymised recordings will be permanently deleted. Anonymised transcripts will be retained for the minimum legal requirement period of 10 years, as required by the funder. They will be stored on DataStore and on an encrypted and password protected hard-drive and only the research team will have access to them. After this period, all data will be destroyed.

How will my data be used and in what form will it be shared further?

Your research data will be analysed as part of the study and may be included in study outputs. These outputs are a board game, reports, blogs, journal articles/volume chapters, and recommendations for interdisciplinary collaboration guidelines. Only processed and anonymised data, such as quotes (if applicable), will be published with your explicit consent. No raw or un-anonymised data will be made public. No datasets will be publicly shared via an open data sharing platform. Only summary statistics from survey data of test players evaluating the impact of the game will be publicly shared in publications, project and partner websites, along promotion material for the board game.

When will my data be destroyed?

All data will be destroyed after the legal retention period of 10 years.

All data of long-term value (as defined in the University's Code of Good Practice for Research and the Wellcome Trusts' contractual requirements) will be kept securely for 10 years, according to Wellcome Trust policy. Only anonymised datasets will be considered for long-term data storage and only the project lead and research team will have access to this. Sharing of workshop data with other InFrame Catalyst Fund

Projects or other research teams will be considered after due diligence checks and consideration of re-identification or negative impact on research participants.

International data transfers – Personal data

Your data will be stored and processed in Edinburgh. No matter their physical location, researchers are required to store and make use of personal data as if they were in the UK; University requirements and the provisions of the data protection law apply at all times.

Will my participation be confidential?

Yes, your participation will only be known to the research team. If you wish to keep your participation confidential and be excluded from any photographs that may be shared in the research outputs, please make note of this on the Informed Consent Form and speak to one of the researchers. During the workshops we will provide you with a lanyard and you will be removed from any event photographs.

Use of your personal data for research and your data protection rights

InFrame (the 'Data Controller') is bound by the UK 2018 Data Protection Act and the General Data Protection Regulation (GDPR), which require a lawful basis for all processing of personal data (in this case it is the 'performance of a task carried out in the public interest' – namely, for research purposes) and an additional lawful basis for processing personal data containing special characteristics (in this case it is 'public interest research'). You have a range of rights under data protection legislation. For any queries, email inframe@glasgow.ac.uk

Withdrawing your data

You can withdraw your data within one month. If your data are anonymised, we will not be able to withdraw it, because we will not know which data is yours.

Ethics review

This research proposal has been scrutinised and subsequently granted ethical approval by the InFrame project ethics committee, a cross-institutional committee led by the University of St Andrews.

Where can I find out about the results of the study?

You can find out about the results of the study through the following channels:

- **InFrame Blog**
- **Project Website/Blog**
- **Bulletin Board/Blog of the Gamification and Systems Thinking Lab**
- **Bulletin Board/Blog of the Games and Gaming Lab**

If you would like a summary of the findings, you can email us to request it. The results will include insights gathered during the workshops and the development process, as well as any key recommendations for improving interdisciplinary research practices. Updates and final outcomes will also be shared on the mentioned platforms.

What should I do if I have concerns about this study?

In the first instance, you are encouraged to raise your concerns with the researcher. However, if you do not feel comfortable doing so, then you should contact my supervisor or the School Ethics Contact (contact details below).

Researcher:

Dr Inna Yaneva-Toraman

I.Yaneva-Toraman@ed.ac.uk

School ethics contact:

Edinburgh Medical School Research Ethics Committee: EMREC@ed.ac.uk