RESEARCH VOLUNTEERS NEEDED!

The Temporal Interpersonal Emotion Systems (TIES) lab in Family Studies and Human Development at the University of Arizona is searching for volunteers who are:

1. 18+ years old

2. Willing to spend up to three hours in the lab interacting with a virtual agent and other human teammates to complete a task in a video game environment.

3, No prior gaming experience required.

Participants will be paid for their time.

Please e-mail HIS.FSHD@GMAIL.COM, or text/call at (520)-497-0937 if you are interested.

Teamwork study –TTIES Group
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RESEARCH VOLUNTEERS NEEDED!

THE TEMPORAL INTERPERSONAL SYSTEM EMOTIONS (TIES) GROUP IN FAMILY STUDIES AND HUMAN DEVELOPMENT AT THE UNIVERSITY OF ARIZONA IS SEARCHINGFOR VOLUNTEERS WHO ARE:

1. 18+ YEARS OLD

2. WILLING TO SPEND UP TO THREE HOURS IN THE LAB INTERACTING WITH A VIRTUAL AGENT AND OTHER HUMAN TEAMMATES TO COMPLETE A TASK IN A VIDEO GAME ENVIRONMENT.

3. NO PRIOR GAMING EXPEIRNECE REQUIRED.

PARTICIPANTS WILL BE COMPENSATED FOR THEIR TIME

PLEASE EMAIL HIS.FSHD@GMAIL.COM, OR TEXT/CALL AT (520)-497-0937 IF YOU ARE INTERESTED.

The Institutional Review Board responsible for human subjects research at The University of Arizona found this research project to be acceptable in accordance with state and federal regulations and University policies designed to protect the rights and welfare of participants in research.

Extra credit

You have two extra credit opportunities in this course. Extra credit opportunities are optional.

You can choose either Option 1 **OR** option 2 to earn up to_____points. Either of these options will take about the same amount of effort. The maximum number of extra credit points you can earn on Option 1 or Option 2 is 10 points.

For Option 1 (online survey) **OR** Option 2 (paper): Deadline is by the time class starts on the date specified in the Course Outline.

Option 1:
Participate in a study examining how individuals and teams work with a virtual agent to complete a task in a video game environment.
Inclusion criteria:
   1) At least 18 years of age
   2) Willingness to be in the lab for up to 3 hours
Exclusion criteria:
   1) No major physical limitations that would interfere with completing tasks on a computer (e.g., limited vision or hearing, problems with fine motor control).

To obtain extra credit: The individual who will participate in the study will need to register on the SONA system. The researcher will compile this information and return it to your instructor. Without this information, you will not be able to earn extra credit.

*Additional information and answers to frequently asked questions, **as well as a digital copy of the recruitment flyer, will soon be posted on D2L under Content under Extra Credit**. Once posted, please read this document before taking the survey, as questions you have should be answered in this document.*

Option 2: The details of this option will be decided by the class instructor. Here is an example of the type of option that might be provided:

For the second option you can write a paper. For this paper you should find an empirical article that uses one of the theories covered in class, and write a summary (two pages; single spaced; 1 inch margins; 12 point font) describing the article and discussing how it is relevant to the theory covered in class. Full points will only be given if the main points of the tenets are used correctly when explaining the empirical article. Include a copy of the article on which the review is based.

Include both your write up and the pdf of the article under dropbox on d2l as follows:

Word document (your write up) should be labeled as follows: Your last name. Your first name. Last name of author from article and year (e.g., 1. Smith. Bob. Sassler 2004)
For the actual article, please specify 2 and then switch the order (e.g., 2. Sassler 2004 Smith. Bob). This way, we will be able to match your write up with your article in the drop box. Including only the write up without the pdf will result in partial points for extra credit.

Recruiting Scripts

<u>For social media and listservs</u>

The Temporal Interpersonal Emotion Systems (TIES) research group, in the Department of Family Studies and Human Development, is currently recruiting participants for a study that will develop an artificially intelligent computer agent that can help human teams perform better. Participants will play a video game, either alone or with several other people, while the computer agent watches and sometimes provides advice. During the game we will measure the human player's brain activity to help the agent learn how to predict what people are thinking and feeling. All participants should be at least 18 years of age or older. Participants will be financially compensated for their time. If you are interested or have any questions, please email us at his.fshd@gmail.com or text/call us at (520)-497-0937.

or

The Institutional Review Board responsible for human subjects research at The University of Arizona found this research project to be acceptable in accordance with state and federal regulations and University policies designed to protect the rights and welfare of participants in research. Investigator: Adarsh Pyarelal, Ph.D.

<u>For SONA</u>

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The Institutional Review Board responsible for human subjects research at The University of Arizona found this research project to be acceptable in accordance with state and federal regulations and University policies designed to protect the rights and welfare of participants in research. Investigator: Adarsh Pyarelal, Ph.D.

<u>In-person presentations in undergraduate classes:</u>

"Hello students, I am_____, a graduate student in the Department of Family Studies and Human Development. We are recruiting participants for a study that will develop an artificially intelligent computer agent that can help human teams perform better. Participants will play a video game, either alone or with several other people, while the computer agent watches and sometimes provides advice. During the game we will measure the human player's brain activity

to help the agent learn how to predict what people are thinking and feeling. All participants should be at least 18 years of age or older. Participants can either be financially compensated for their time or receive extra course credit. There is also an alternative extra credit assignment available for those who are not eligible to participate. If you are interested or have more questions, please email us at his.fshd@gmail.com.

The Institutional Review Board responsible for human subjects research at The University of Arizona has approved this study in accordance with state and federal regulations and University policies designed to protect the rights and welfare of participants in research. The primary investigator is Adarsh Pyarelal, Ph.D. This flyer will be provided on D2L. Thanks!"

In-person informal conversations:

" My lab is recruiting participants for a study that will develop an artificially intelligent computer agent that can help human teams perform better. Participants will play a video game, either alone or with several other people, while the computer agent watches and sometimes provides advice. During the game we will measure the human player's brain activity to help the agent learn how to predict what people are thinking and feeling. The Institutional Review Board responsible for human subjects research at The University of Arizona has approved this study in accordance with state and federal regulations and University policies designed to protect the rights and welfare of participants in research. The primary investigator is Adarsh Pyarelal, Ph.D. You can let me know if you're interested, or if you know of someone else who might be. "