

CONSENT TO PARTICIPATE IN SCRATCH RESEARCH PROJECT

We are inviting you to participate in a research study conducted by Professor Mitchel Resnick and his colleagues, from the Media Laboratory at the Massachusetts Institute of Technology (MIT). You should read the information below, and ask questions about anything you do not understand, before deciding whether or not to participate.

PARTICIPATION AND WITHDRAWAL

Your participation in this study is completely voluntary, and you are free to choose whether to be in the study or not. You can decide to withdraw from the study at any time without penalty or consequences of any kind. The investigator may withdraw you from this research if circumstances arise which warrant doing so.

PURPOSE OF THE STUDY

The MIT Media Laboratory developed Scratch, a programming environment and an online community to help young people express themselves creatively. Scratch users have created and shared projects such as animations, interactive stories, and games. In the Scratch online community, Scratch users can share their projects and interact with other Scratch users. As part of this project, we will study how young people use Scratch, how they interact with other Scratch users, and what they learn in the process.

PROCEDURES

MIT researchers will interview Scratch users face-to-face, on the phone, or via email, asking questions such as:

- How did you find out about Scratch?
- How did you figure out how to use these programming blocks in Scratch?
- What were some of the comments that you got when you shared your project on the website?
- Are there other projects that you would like to make using these programming blocks?

All interviews will be audio recorded. All recordings and all other data (such as handwritten notes) will be available only to researchers working on this project and will be stored in a secure location at MIT.

POTENTIAL BENEFITS

By using Scratch and participating in the Scratch community, you have the opportunity to develop computational fluency skills and capacities for productive creative learning. Although benefits to participating in this study may be limited, you may benefit from the chance to reflect on your Scratch experience.

CONFIDENTIALITY

All information and data (handwritten notes and audiotapes) obtained in connection with this study and that can be identified with you will remain confidential and will be disclosed only with your permission or as required by law.

In any external documents (research reports, journal articles, etc.), participants will be identified only by pseudonyms. Audio recordings of participants will not be available publicly without written consent from the participants. All audio recordings will be archived in project files at MIT (and not accessible to any outside parties).

IDENTIFICATION OF INVESTIGATORS

If you have any questions or concerns about the research, please feel free to contact Professor Mitchel Resnick at 617-253-9783 or mres@media.mit.edu

RIGHTS OF RESEARCH SUBJECTS

You are not waiving any legal claims, rights, or remedies by participating in this research study. If you feel you have been treated unfairly, or you have questions regarding your rights as a research subject, you may contact the Chairman of the Committee on the Use of Humans as Experimental Subjects, MIT, Room E25-143b, 77 Massachusetts Ave, Cambridge, MA 02139 (or phone at 617-253-6787).

SIGNATURE OF PARTICIPANT

I understand the procedures described above. My questions have been answered to my satisfaction, and I give my consent to participate in this study. I have been given a copy of this form.

Name of Subject

Signature of Subject

Date

(Optional) By signing below, I also agree to allow researchers to play audio clips from my interview during presentations.

Signature of Subject

Date

SIGNATURE OF INVESTIGATOR

In my judgment, the subject is voluntarily and knowingly giving informed consent and possesses the legal capacity to give informed consent for his/her participation in this research study.

Signature of Investigator

Date