Drexel University
PARENT CONSENT FORM FOR CHILDREN/MINORS IN A RESEARCH STUDY

1. Subject (Child) Name: ____________________________________________

   Parent Name: ____________________________________________________

2. Title of Research: Evaluating the Impact of Music Video Games on Musical Skill Development

3. Investigator's Name: Dr. Youngmoo Kim

4. Research Entity: Drexel University

5. Providing Permission for the Research Study: This is a long and an important document. If you sign it, you will be authorizing Drexel University and its researchers to perform research studies on your child. You should take your time and carefully read it. You can also take a copy of this permission form to discuss it with your family members, attorney or any one else you would like before you sign it. Do not sign it unless you are comfortable with permitting your child to participate in this study.

6. PURPOSE OF RESEARCH:
Your child has been accepted participate in the Evaluating the Impact of Music Video Games on Musical Skill Development research program at Drexel. As part of this program, your child is also being invited to participate in a research study. The purpose of this study is to find out if and how training and practice with music video games (specifically Guitar Hero and Rockband) may influence a student's musical skills and interests.

All activities for the research study will be performed at Drexel University during the research program year: from the week of January 8th, 2008 through July 27, 2009. Participants are expected to attend one or more play-session(s) per week, depending on the nature of their participation (i.e. school-year or summer sessions), with sessions will be offered weekday afternoons/evenings and weekend afternoons, depending on the sessions of participants. Participants will also need to schedule and attend two additional individual “assessment” sessions in the first and last weeks of their participation. During assessment sessions, subjects will complete music-listening and skills tests to measure individual musical background and progress.

No additional time or effort will be required from participating subjects, but subjects are welcome to be further involved at their own discretion. There will be approximately 15 student participants in the research study per year, and your child's participation will be limited to the current program year (the overall study will last for two years). All participants in the study should high school students entering either
their sophomore or junior year, but the Researchers may make exceptions in admissions (i.e. special summer sessions, etc).

If your child feels uncomfortable with the research study activities (described in more detail below) at any time, he or she may choose to withdraw from the study with no penalty. We do expect participants to be active and engaged in the program activities and to attempt to perform to the best of their abilities.

7. PROCEDURES AND DURATION:
You understand that your child will participate in the following activities:
1. Each subject will be participating in an extensive set of musical skills and listening activities tests in the first and last weeks of the study. These will involve written materials, listening sessions, and basic aural skills exercises. Subject’s scores and performances on these will be kept private throughout and after the duration of the study. Also, subjects’ performance in these activities will have no bearing on their gaming score records throughout the months of gaming sessions.
2. During certain parts of the above skills tests, the subject’s interactions and responses will be audio recorded for reference and analysis. No video recording will be used during this study. Throughout the study, we expect a total of approximately 1 hours of audio material per subject. The video recordings and research notes will be kept confidential.
3. After completing their final music listening activities, each subject may be interviewed at the end of the Evaluating the Impact of Music Video Games on Musical Skill Development research program for approximately 30 minutes. This interview will be during the interview; we will ask questions about each subject’s personal experience, their musical background, and any changes in their attitudes towards music, technology math, and science. Their responses will be kept anonymous, and used only for creating gauging general feelings to better improve the research program.

8. RISKS AND DISCOMFORTS/CONSTRAINTS:
The risks involved with the study are minimal. Subjects will be audio taped during interviews and some classroom activities, which may make some students feel uncomfortable. Class presentations may cause feelings of increased academic stress. Another possible risk is the potential loss of confidentiality of the participants, but all recordings will be stored in a secure storage facility at Drexel University away from other material, such as this permission form, that could be used to identify study participants.

Every reasonable effort will be made on the part of the researchers for participants to feel comfortable with the program activities. If a subject is uncomfortable with any of the activities of the study, they will first have the option to request a brief break to gather themselves. If they are unable to complete an activity because of their discomfort, students will have the option to withdraw from the study at any time.

9. UNFORESEEN RISKS:
Participation in the study may involve unforeseen risks. If unforeseen risks are seen, they will be reported to the Office of Research Compliance.

10. BENEFITS:
Foremost, the activity in itself is a fun and popular form of entertainment. Given the popularity of these games, many children would be playing these games in their own free time. Our study effectively provides a safe and supportive environment to enjoy these games, with high quality video and audio support. Each subject participating will be eligible to win digital music download credits (redeemable download credits through the iTunes music store) for 3rd and 2nd prize, or an iPod personal music player for 1st prize. These prizes will be awarded based on their long-term score history of music video game play. Beyond this, there may be no other direct benefits for your child by participating in this study.

11. ALTERNATIVE PROCEDURES:
The alternative is not to participate in this study.

12. REASONS FOR REMOVAL FROM STUDY:
You may be required to stop the study for any of the following reasons:
a) If all or part of the study is discontinued for any reason by the investigator, or university authorities or the NAMM (National Association of Music Merchants) Foundation.
b) If you fail to adhere to requirements for participation established by the researcher.

13. VOLUNTARY PARTICIPATION:
Volunteers: Participation in this study is voluntary, and you can refuse to be in the study or stop at any time. There will be no negative consequences if you decide not to participate or to stop.

14. RESPONSIBILITY FOR COST
Participation in the research study is assumed by the Principal Investigator (Professor Youngmoo Kim). There will be no cost to the subject (child) or parent or guardian.

15. CONFIDENTIALITY:
In any publication or presentation of research results, your identity will be kept confidential, but there is a possibility that records which identify you may be inspected by authorized individuals such as representatives of the NAMM (National Association of Music Merchants) Foundation, the sponsor, the Institutional Review Board (IRB), or employees conducting peer review activities. You consent to such inspections and to the copying of excerpts of your records, if required by any of these representatives.

All recordings and data obtained during the research study will be kept in a secure, locked facility at Drexel. Every effort will be made to ensure the confidentiality of the participants in the research study. Recordings and other research data will be stored until the participant has reached the age of 25, at which time they will be destroyed. Tapes will be erased by high-intensity magnetic erasure and disposed, and paper records will be shredded.

16. OTHER CONSIDERATIONS:
If you wish further information regarding your rights as a research subject or if you have problems with a research-related injury, for medical problems please contact the Institution's Office of Research Compliance by telephoning 215-762-3453.
17. CONSENT:

- I have been informed of the reasons for this study.
- I have had the study explained to me.
- I have had all of my questions answered.
- I have carefully read this permission form, have initialed each page, and have received a signed copy.
- I give permission voluntarily.

______________________________
Parent or Legal Guardian of Subject

__________________________
Date

______________________________
Investigator or Individual Obtaining this Permission

__________________________
Date

List of Individuals Authorized to Obtain Permission

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<thead>
<tr>
<th>Name</th>
<th>Title/email</th>
<th>Day Phone #</th>
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