

Wellness Partners

Playtest Study - Call for Participation

Wellness Partners is a research study funded by the Robert Wood Johnson Foundation® designed to promote active lifestyles for wellness. The goal of this study is to motivate participants to make lifestyle changes by using their social network as a source of encouragement and support. Your social network can be friends, family members, or anyone you interact with closely. Wellness Partners includes an optional game that is based on role-playing games, virtual pets, and social networking tools. You are invited to participate with at least one other person in your social network. A minimum of 15 and maximum of 60 participants will participate in this preliminary study which will help us beta-test the software used in the study.

What will you be expected to do for the study?

If you volunteer to participate in this study, we would ask you to do the following things:

- You will be expected, but not required, to commit to about 5-15 minutes of participation each day to interact with the social networking site, and/or game for 7-15 days. The social networking site allows you to send messages to your study partners, report physical activity or setbacks on a daily basis and see what activities other people in your study network are reporting. The game consists of a fictional animated character who visits different fictional locations, performs activities and collects memories and items.
- You are required to use a web browser on a computer and/or your cell phone to interact with the social networking website and/or game.
- You will be expected to send email feedback about the game on a daily basis and report positive and negative feedback.
- If you are asked to participate in an observation session and you agree to take part in the observation session, you will be expected to use the Wellness Partners game and/or social networking site for approximately 30-60 minutes in the EA Game Innovation Usability Lab, answer questions and give verbal feedback about the game. The observation session will be videotaped if you give us permission to do so.
- You and your partner may invite up to four more people from your social network to join you in using the website and/or playing the game.

Study Participation Criteria:

FIRST PAIR OF PARTNERS

- You must be an adult between the ages of 25 and 44.
- You must be fluent in English.

Date of Preparation: April 24, 2009

UPIRB#: UP-08-00378

- You must have daily access to the Internet.
- You must have never been enrolled to Wellness Partners prior to this study.
- You must enroll with at least one more person (friend, family member, domestic partner or spouse) who meets the study participation criteria.

ADDITIONAL PARTNERS

- You must be between the ages of 12 and 85
- You must be fluent in English.
- You must have daily access to the Internet.
- You must have never been enrolled to Wellness Partners prior to this study.

Compensation:

You and your partner will receive \$10 each upon study completion. You and your first partner will receive an additional \$10 each if you participate in an observation study. Any additional partners you invite to the study will not be compensated.

Technical Requirements:

The current version of Wellness Partners has been tested on Mozilla Firefox 3 (Mac and PC) and higher, as well as Microsoft Internet Explorer 7 (PC), Safari (Mac) and Chrome. You may experience more technical difficulties if you use other browsers, but we encourage you to try and report those problems in order to help us improve the game.

Participation Benefits:

You may or may not receive any health benefits from taking part in this study. However, your participation may help us learn more about how to design a game that can utilize your social network to affect your lifestyle. We may be able to use this information to develop an effective program to encourage healthy physical activity.

Participation forms can be obtained below:

<http://interactive.usc.edu/wellnesspartners/forms>



COLLABORATORS

Electronic Arts Game Innovation Lab

Interactive Media Division
School of Cinematic Arts

Preventive Medicine
Keck School of Medicine

School of Social Work

Center for Work and Family Life

Copyright ©2008 by the University of Southern California.
All Rights Reserved.

Contact Information: WPSTUDY-L@USC.EDU,
Phone: 310-933-6648

Study ID: UP-08-00378 Valid From: 5/26/2009 To: 1/28/2010