This research project is part of a collaboration between Barnet Council, Greenwich Leisure Ltd and Middlesex University to provide fun ways to increase physical activity within Barnet. This is a partnership to co-design a game that rewards citizens who become more physically active.

This application is a second stage of a 4-year long project that will provide us with valuable information on how to encourage people to be more active. We are trying to achieve this, by developing a physical activity-based application “game” that will provide the user with opportunities to take part in daily and weekly challenges and also to gain more from different physical activity related events around Barnet. To achieve our goal, we teamed up with the Barnet Council and the charitable social enterprise GLL and together we are trying to develop, with help of Barnet residents’ input, an effective tool that would be both fun and beneficial for everyone. At this stage of the project we are focusing on adult users. Successive stages will expand it to different resident profiles.

After installing our application in a smartphone, users will need to create an account and choose a name and basic look for the avatar. Users will be provided with different daily goals and upon completion, rewarded in the game, for example access to collectibles for the avatar and real rewards. Progressing in the game by completing different goals and challenges such as reaching a daily step goal or visiting different places such as leisure centres or parks in Barnet, will release access to additional rewards**. You always need to do exercise within your level of ability, taking care of any conditions you have, following advice of your doctor if you have a health condition and/or you are taking medication of any kind**. Other rewards will be added with time by organizations such as Barnet Borough Council and GLL. Right now, we are at the beginning of our journey and we will benefit with young users opinion and thoughts on this application so that the final product is more beneficial.

No explicit information is kept from a user, only the login details and generic statistics about usage of the app and of the points accumulated through the physical activity (steps counter and sport events checked into via QR code scanning). As part of the login details, users’ email address will be stored in a secured database with the access only granted to the researcher and his supervisor. The email address will be used only for authentication purposes while registering and logging in within the app. When publishing, or sharing any data or results from the app, each email address will be replaced by different unique identifier that will generalize the data making it completely anonymous with no connection to the user.

You will need to print this consent form, sign it, and send to the project coordinator who will store it securely. You can either send it:

As an attachment (Photo file or PDF file) to an email: [j.augusto@mdx.ac.uk](mailto:j.augusto@mdx.ac.uk)

By post: Prof. J. Augusto, Middlesex University, Dep. of Computer Science, Hendon, NW44BT

Email used to download the app: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

(After consenting to use the app subject to the conditions set above: please use the arrow to go to the next webpage and fill in the pre-app use anonymous questionnaire 🡪 )