

Supplemental Material

CBE—Life Sciences Education

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Appendix A: Evaluation of Fair Play At TWD

The game “Fair Play” was created to teach people about the concepts of unconscious or implicit bias, and to improve their bias literacy. This game is a part of a research study conducted about the effectiveness of games in educating individuals and changing attitudes and behaviors around diversity issues. We are requesting your permission to use your participation in our research and evaluation activities.

Your participation will involve completing a short survey about your experience and thoughts after playing the game. It should take no more than five minutes to complete the questionnaire. Participation in our research and evaluation activities surrounding this game is voluntary and you may withdraw from our studies at any time. To reduce the risk of breach of confidentiality, your participation information will be stored in a locked file cabinet (hard copy) or a password-protected computer in a locked office (web-based survey). Only IRB approved researchers will have access to the data from these surveys. This is no direct benefit to you for participating, nor are there any risks.

The researchers may publish papers based on the results of this research study, but these materials will present information in aggregate form and will contain no information that would identify specific participants.

1. In your own words what is the objective of the game *Fair Play*?

2. Please indicated your level of agreement with each of these statements:

	Strongly Disagree	Disagree	Neither Disagree nor Agree	Agree	Strongly Agree
The game accurately portrayed racial bias.					
The biases reflected in the game happen to African Americans in academic settings.					
It was easy to take Jamal’s perspective in the game.					
I understood how Jamal must have felt when in the bias incidents.					
The game is an effective way to teach people about bias.					
I occasionally felt uncomfortable while playing the game.					
I would play this game again in the future.					
I would recommend a colleague to play this game.					
Playing this game was enjoyable.					

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3. Please provide comments or explanations to your responses in question 2.
4. Based on your experience in this game, please describe what it is like to be Jamal in an academic setting:
5. Could you see a use for this game in your professional setting or work?
6. If you answered YES to question 5, please explain how this game could be used in your professional setting or work:
7. We would like a general idea about how much time you spent playing, what was the last thing you remember doing in the game?
8. Which TWD program(s) are you affiliated with? Please list here:

Response
Bridges to the Baccalaureate
Bridges to the Doctorate
IMSD
IRACDA
MARC T36
MARC U-STAR
RISE
PREP
NIGMS T32 predoctoral programs
IDeA INBRE
Other (please specify)

9. Please indicate your gender:

Response
Male
Female

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10. Please indicate your racial/ethnic background(s) using these US census categories:

Response
African American or Black
American Indian or Alaskan Native
Caucasian or White
Asian Indian
Chinese
Korean
Japanese
Other Asian (e.g., Hmong, Laotian, Thai, Cambodian)
Guamanian or Chamorro
Samoan
Native Hawaiian
Other Pacific Islander
Other (please specify)

11. What is your title/role at your institution:

Response
Undergraduate or Graduate Student
Postdoctoral Scientist
Faculty Member

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Staff Member
Administrator/Director
Other (please specify)

12. How often do you play games during a typical week?

Response
Never
1-3 times a week
4-6 times a week
Daily

13. Do you consider yourself a "gamer"?

Response
Yes
No

14. Please add any additional information about the game here: