

For Metadata Games 2.0, we will have several types of data to manage. One is the code itself for the project, and the other is the human subjects research data.

I. TECHNICAL DATA MANAGEMENT: THE OPEN SOURCE CODE

Archiving and Storage

We shall continue our data practices begun during the startup phase. We will commit the project to the Gitorious public open source repository under the *Affero GPL 3.0 (AGPL3)* or later license. Builds can be set to release once tested and bug free.

System Requirements

Server

MG will run on to a web server. We recommend installation on a LAMP (Linux/Apache/MySQL/PHP) stack.

Required software includes:

MySQL: Version 5.0 or newer

PHP: Version 5.2.1 or newer

PHP modules:

GD or Imagemagick for image processing

Apache Modules

mod_rewrite (strongly recommended)

Frontend

The Arcade, Admin Tool and Games will support the latest releases of Firefox, Chrome, Safari, and Internet Explorer.

Supported image formats

MG will support images that are JPEG compressed (.jpg, jpeg)

JavaScript Libraries

MG will make use of the following JavaScript libraries

Name	Source/More information	Licence	CDN
JQuery	http://jquery.com/	GPL2 or	Google



		MIT	
JQuery Validate	http://plugins.jquery.com/node/14174/release	LGPL	Microsoft
JQuery easing	http://gsgd.co.uk/sandbox/jquery/easing/jquery.easing.1.3.js	BSD	None
ColorBox	http://colorpowered.com/colorbox/	BSD	None
JQuery UI	http://jqueryui.com/download	GPL2 or MIT	Google

To improve the performance of the arcade, games, and admin tools JavaScript libraries will be downloaded from external sources via content distribution networks (CDN). All libraries that are not downloaded from CDN's will be licensed to be shipped with the system.

II. HUMAN SUBJECTS DATA

Data generated by the research

Study One of our research will generate pretest and posttest data, think aloud session audio files, and transcriptions of the audio interviews.

Study Two will generate audio recordings think-aloud sessions while using Metadata Games.

Data will include transcriptions of the files, coded using grounded theory.

Plan for managing the data

All data will be stored behind one locked door in the principal investigator's office and one locked cabinet that only the investigators have access to. Information may also be stored on a password-protected computer that only the investigators have access to for the purpose of analysis. Interview and think-aloud protocol audiotapes will be destroyed after they are transcribed. The transcriptions may be maintained indefinitely on a password-protected computer that only the investigators have access to for the purpose of analysis.



Access to the data

Access to the de-identified data from this study will be provided upon request to responsible parties by contact with the PI and the fulfillment of a Memorandum of Understanding form. The data will be retained for at least three years beyond the award period, as required by the IRB.

The prototype games developed in the lab will be archived and can be shared during site visits or described over video chat demonstration. The software will be made available to the public as noted above via Git release access.