

## Participant Information for the Study „Effectiveness of Commonly Used Motivational Strategies in Physical and Occupational Therapy from Children’s Perspectives”

Dear Participants,

This study aims to investigate how children and adolescents experience strategies used by therapists to motivate them within the context of physical or occupational therapy.

**The goal of the study** is to discuss existing results regarding commonly used strategies (e.g., positive feedback or rewards) from the perspective of children and adolescents. This discussion seeks to incorporate their viewpoints, and to understand when children and adolescents are not motivated to participate in therapy and what role digital games might potentially play in therapy.

**The results** will be used to formulate design recommendations for the development of digital games that can be used in physical or occupational therapy.

Participation in the study will be **remunerated** with a payment of €30.

The following information is provided to help you decide whether you and your child would like to participate in this study. Please read this document carefully before making a decision. The investigator will discuss this document with you, and it is important to ask questions if anything is unclear.

### Investigators

Research Group Human-Computer-Interaction and Accessibility  
Institute for Anthropomatics und Robotics (IAR)  
Karlsruhe Institute of Technology  
Adenauerring 10  
76131 Karlsruhe

Maria Aufheimer  
Email: maria.aufheimer@kit.edu  
Phone: +49 721 608 48425

Prof. Dr. Kathrin Gerling  
Email: kathrin.gerling@kit.edu  
Phone: +49 721 608 46313

Dr. Dmitry Alexandrovsky  
Email: dmitry.alexandrovsky@kit.edu  
Phone: +49 721 608 41571

### **Study Contents**

The study involves participation in a semi-structured interview, which explores the experiences of children and adolescents in therapy, as well as their perspectives on digital games. The following aspects will be addressed:

- Demographic information
- Experiences with therapy in general
- Past therapy sessions that were particularly motivating or demotivating
- Perspectives on the strategies used by therapists to motivate their patients
- Experiences with (digital) games in the context of therapy

### **Methods**

The study will be conducted as a semi-structured interview. The conversation will be digitally audio-recorded using a laptop or a dictation device. Depending on the participation mode (online / in person), BigBlueButton (a video conferencing system hosted at KIT) may be used as a communication platform.

### **Tasks and Procedure**

The study will proceed as follows: First, demographic information will be gathered and your child will have the opportunity to discuss their individual background. Then, various topics will be discussed (see Study Contents). Subsequently, there will be an opportunity to ask final questions. The majority of interview questions are directed at the child/adolescent themselves. The interview takes approximately 30 minutes.

### **Risk Assessment**

Participation in the interview poses no risk to participants.

### **Additional Information**

If you have any further questions about the study's process or if anything remains unclear, please contact the investigator(s). If you have questions after the study session, you can reach out to the investigator(s) at any time.