

THE EDUCATION UNIVERSITY OF HONG KONG  
Department of Psychology

**CONSENT TO PARTICIPATE IN RESEARCH (FOR SCHOOL)**

**Development and Evaluation of a Virtual Reality Game-Based Intervention for Enhancing  
Emotional Intelligence in Hong Kong Primary School Students**

My school hereby consents to participate in the captioned project supervised by Prof. Susanna-Siusze YEUNG and conducted by Dr. Norman-Biliwang MENDOZA and Yuting TAN, who are staff of Department of Psychology in The Education University of Hong Kong respectively.

I understand that information obtained from this research may be used in future research and may be published. However, our right to privacy will be retained, i.e., the personal details of my students'/teachers' will not be revealed.

The procedure as set out in the **attached** information sheet has been fully explained. I understand the benefits and risks involved. My students'/teachers' participation in the project are voluntary.

I acknowledge that we have the right to question any part of the procedure and can withdraw at any time without negative consequences.

Signature:

Name of Principal/Delegate\*:

(Prof/Dr/Mr/Mrs/Ms/Miss\*)

Post:

Name of School:

Date:

*(\* please delete as appropriate)*

## INFORMATION SHEET

### Development and Evaluation of a Virtual Reality Game-Based Intervention for Enhancing Emotional Intelligence in Hong Kong Primary School Students

Your school is invited to participate in a project supervised by Prof. Susanna-Siusze YEUNG and conducted by Dr. Norman-Biliwang MENDOZA and Yuting TAN, who are staff of the Department of Psychology in The Education University of Hong Kong.

#### Research Introduction

This study aims to design and evaluate a Virtual Reality (VR) game-based intervention to enhance emotional intelligence among Hong Kong primary school students. In Hong Kong's high-stakes educational environment, students frequently experience negative academic emotions such as anxiety, frustration, and boredom, which can hinder learning and well-being. This research will investigate how VR game-based learning can serve as an effective tool for fostering emotional intelligence, thereby improving students' academic emotions and overall well-being. The findings will contribute to both educational policy and the broader discourse on technology-enhanced emotional development.

#### What will happen

Prior to the intervention, students will complete a comprehensive baseline assessment to measure their current level of emotional intelligence using MSCEIT test. During the eight-week intervention period, students in the intervention group will receive two sessions (VR game) per week, totaling 16 sessions. Each session will focus on two academic emotions (e.g., enjoyment, frustration) and last 30–45 minutes. And then, both the intervention and control groups will complete the same battery of emotional intelligence assessments as at baseline. To evaluate the durability of the emotional intelligence improvements, follow-up assessments will be conducted three months and six months after the conclusion of the intervention.

#### Potential Risk

Some students may experience mild discomfort when engaging in VR-based activities, particularly if they are unfamiliar with VR technology or if they encounter emotionally challenging scenarios within the game. However, the risk of distress is low, as the VR activities are designed to be age-appropriate and structured within a supportive environment.

To mitigate potential discomfort, all VR sessions will be conducted under the supervision of trained educators or researchers who can provide immediate support if needed. Students will be allowed to take breaks if they feel any discomfort, and participation will be entirely voluntary. If students express distress or discomfort, appropriate guidance and support will be provided, and they may opt out of the study without any consequences.

#### Potential Benefits

Please understand that your students' participation are voluntary. They have every right to withdraw from the study at any time without negative consequences. All information related to your students' will remain confidential, and will be identifiable by codes known only to the researcher.

## **Dissemination of Results**

The results of this study will be used to advance research on emotional intelligence interventions in education and may be shared with academic and educational communities. Findings may be published in peer-reviewed journals, presented at educational conferences, and shared with policymakers to inform future educational strategies. Any dissemination of results will ensure that individual participants remain anonymous, and all data will be reported in aggregate form to protect confidentiality. Participants and their guardians will be informed of how the study findings will be used, and they may request a summary of the results upon completion of the research.

If you would like to obtain more information about this study, please contact Dr. Norman-Biliwang MENDOZA and Yuting TAN at telephone number 29487852 and 29487389 or their supervisor Prof. Susanna-Siusze YEUNG at telephone number 29488283.

If you have any concerns about the conduct of this research study, please do not hesitate to contact the Human Research Ethics Committee by email at [hrec@eduhk.hk](mailto:hrec@eduhk.hk) or by mail to Research and Development Office, The Education University of Hong Kong.

Thank you for your interest in participating in this study.

Prof. Susanna-Siusze YEUNG

Principal Investigator