

Examples of Lay Summaries for Your IRB Protocol Submission

Biomedical Study Examples

Example 1:

Sometimes people injure their knees by something poking into the joint. When the doctors suspect this has happened, they perform a test to see if there is a tear in the knee joint. During this test, a sterile dye solution is injected into the joint, away from the injury. If the knee leaks the dye solution out, the patient will be taken to the operating room to wash the knee out in an attempt to prevent infection. If the dye does not leak out, it is assumed that there are no tears in the joint and the doctor simply observes the patient. In this study there are two groups of patients, those who have had their knees washed out and those who didn't. Both groups are asked to come back to the clinic six weeks following their injury to see how they are doing. If patients return for their 6 week follow-up visit, they will be offered \$20 which will be mailed to them.

Example 2:

Babies born preterm have to often undergo several painful procedures after birth. Exposure of these infants to repeated pain and stress may lead to poor outcome. Sedatives provide pain and stress relief to these babies. Sedation is an important part of care for babies in the intensive care unit. Sedatives that are currently used have some side effects that are not good. So it is important to find drugs which are effective and have less or no side effects. In this new study, the safety and effectiveness of a new drug will be studied. The study population will be babies who meet the study conditions and who are in need of sedation in the intensive care unit. The drug will be given through a vein for 6-24 hours. During treatment, blood will be drawn for analysis. Patients will be followed up to 7 days after stopping the study drug.

Example 3:

Suicide is one of the most common causes of death in the United States. Older adults are at higher risk of suicide than all other age groups. Most people who die by suicide are depressed. However, most people who are depressed do not kill themselves. It is urgent that we learn more about what might make a depressed older person commit suicide. Studies have shown that genetics may be important. However, almost nothing else is known about the role of genetics in suicide. For example, we do not know if genetics are more important for men or women, or for young or old. This lack of information is a problem; we can only prevent suicide if we understand the risk factors.

The current project will study suicide in Swedish twins. Twins born between 1886 and 1958 will be included. Information will come from several sources. These sources include questionnaires and hospital records. The researchers will also know which twins have died and how they died. The researchers will use statistical models to answer the research questions.

Example 4:

This education program will be evaluated to determine its effectiveness in helping pregnant women who are smoking during pregnancy stop smoking. The program is based on a 5-step program with education and referral to resources to help women stop smoking in pregnancy. The program will be delivered by midwives who care for the women during pregnancy and provide education about healthy behaviors.

Social and Behavioral Study Examples

Example 5:

Games, models and simulations have been suggested as a good alternative to more traditional classroom strategies. However current research has shown that bringing video games, or game-type video simulations into the classroom can have unintended outcomes.

Further, not all games are equal. For example game play is different for an arcade type game such as Donkey Kong than for strategy-based games such as the World of WarCraft. Additionally even within specific game-type genres the play can vary such as between third person versus first person game play.

Therefore we are studying the effect that specific types of game-play have on learning outcomes. We will be using a teacher made game "Mortimer: Adventures of an Eco-detective". We will use it with about 22 students in an eight grade middle school classroom. The game teaches middle school students how to take field readings such as the temperature from a local stream. The use of the game matches the lessons for the first eight weeks of the fall semester. Version one of the game uses a "first-person" approach to game play that the students will use for about 4 weeks. A second version of the game uses a third person or birds-eye view of game play. Before introducing the game to the class the students will take a short test that will create a baseline of their knowledge. At the end of week four and week eight the students will take a test of their knowledge.

Example 6:

We are interested in how mood affects the way people read other's facial expressions and the way they interact with others. We want to study a sample of 80 young adults. We will ask them to come to our lab at WVU to complete the study. In the study, we will ask the participants to recall an emotional, personally-meaningful event. Then, they will complete an emotion recognition task, in which they will identify some facial expression of emotions and rate the intensity of those emotions. Finally, they will be observed while they interact with an unfamiliar person. Our main question is to see whether or not one's mood would affect the way they see other's emotional expression and the way they behave.