

Revitalizing *Mission US* Data Management Plan

The proposed project will generate several different types of data, which we plan to manage and disseminate as follows:

***For Crown or Colony?* game source code and assets**

- Management: All source code and assets for the Unity game engine and new game features, including the digital storyboard tool, will be stored in a password-protected cloud-based SVN repository. (SVN is an industry-standard version control system.)
- Period of retention: Source code and assets will be retained indefinitely.
- Dissemination: During the final six months of the project, the updated version of the game will be made widely available for free via the *mission-us.org* website and as a native app on iPad and Android tablet devices. Source code for the new digital storyboard tool will also be made freely available through GitHub (<https://github.com/>) upon release of the updated game. We do not plan to make source code for the full Unity game engine publicly available, as the amount of extra documentation and support required to create a version that would be usable by outside developers would exceed the scope and resources available within our project budget.

***For Crown or Colony?* user registration, game state, and web usage data**

- Management: All user registration and game state data are stored/hosted by Amazon Web Services. Google Analytics tracks and stores web usage data. Electric Funstuff also gathers data on user gameplay decisions that are stored in a private Google doc. In accordance with COPPA regulations, no personal identifying information is gathered for student users. Educators/teachers have the option to submit an email address if they choose to opt in to the *Mission US* email list; a copy of the email list is stored on WNET's internal Dell server, backed up internally on a daily basis, and secondarily backed up to an off-site tape archive on a weekly basis.
- Period of retention: Data are retained indefinitely. Daily backups on Amazon Web Services are retained for five days.
- Dissemination: User registration, game state, and web usage data are used for internal analysis to inform game design and outreach. These data are not shared externally, with the exception of broad metrics (e.g., total number of registered users or pageviews over time) that may be shared in fundraising or promotional materials. For those users who opt in to the email list, email addresses may be used to send updates specifically about *Mission US* games.

Formative testing data

- Management: Data gathered during formative testing of new game features among small groups of users will be aggregated by researchers at Education Development Center and stored on their internal servers. These will include observation notes, records of game play moves, and transcribed interviews. These data will be collected under protocols approved by EDC's institutional review board, and will be anonymized in accordance with human subjects privacy requirements.
- Period of retention: Formative evaluation data will be retained for three years on a secure server and then deleted.
- Dissemination: Aggregated findings of formative research will be synthesized and shared as part of the white paper that will be disseminated via the *Mission US* website, presentations at conferences and webinars, and the final report to NEH. No information will be shared that could identify individuals participating in the assessment process.

Project evaluation data

- Management: The *Mission US* team will assemble documentation of upgrades implemented, why these upgrades were deemed important, challenges the team encountered, results of formative testing, final reviews by project advisors, and best practices/lessons learned. Data will be aggregated and stored on WNET's internal Dell server and backed up to the internal server on a daily basis with Symantec Backup Exec vRay Edition software. A secondary backup is made to tape archive at an offsite storage facility on weekly basis.
- Period of retention: Project data will be retained indefinitely.
- Dissemination: These findings will be compiled in a white paper to be made freely available via the *Mission US* website at mission-us.org. Information will also be disseminated via presentations at conferences, webinars, and the final report to NEH.