

# A(i)dol Playtest: Voice Recording Consent

A(i)dol · Entertainment Technology Center, Carnegie Mellon University · 82-255 Playtest Round 1 · Sept 29, 2026

In this playtest, you can record your own voice (talking, singing or beatboxing) so the character you create can use it. This form asks for your permission to do that. **Please read it and sign before you start playing.**

**Recording your voice is optional.** If you'd rather not, pick one of the preset voices in the game. You can still play the whole game, and nothing about your class grade depends on your choice.

## What we record

- The audio you record in the game.
- The AI-generated voice and video of your character that are made from your recording.

## How we use it

- To create your character's voice and video during this playtest.
- To review how the game worked, so we can improve it.

## Who can hear it

- Only members of the A(i)dol team.
- To create your character's voice, your recording is sent to the AI services that power the game (for example, ElevenLabs). They process it only to generate the audio. We don't give it to anyone else.
- **We will never post, publish or share your recording, or your character's voice or video**, in public, in presentations or with your instructor, unless you check the optional box below.

## How long we keep it

- We will delete your recording, and any voice made from it, by **December 31, 2026**.

## Changing your mind

- You can skip recording, or stop at any time during the playtest.
- You can also ask us to delete your recording sooner, at any time. Email [yuelinl2@andrew.cmu.edu](mailto:yuelinl2@andrew.cmu.edu).

## Your choices

- [ ] **I agree** that the A(i)dol team may record my voice during this playtest, as described above. *(Needed only if you want to use your own voice.)*
- [ ] **Optional:** I agree that the team may show short clips of my character, including my voice, in ETC class presentations about this project. *(You can say no and still play.)*
- [ ] I am **18 years or older**.

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Printed name: \_\_\_\_\_

## A(i)dol Playtest Survey: <https://forms.gle/ZUwybMM3Ufm1YJgS6>

Playtest round: 1

Date: Sept 29, 2026

Build: V1

Thanks for playing! This takes about **5 minutes**. There are no right or wrong answers. We're trying to find what's confusing or missing, so **honest and negative answers are the most useful ones**. Please don't write your name. Nothing here is shared outside our team.

### A. About the game

**A1. In your own words, what were you doing just now?**

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**A2. If you were telling a friend about this, what would you say it is?**

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### B • The experience

**B1. Was there a moment where you weren't sure what to do next?** ( ) Yes ( ) No

If yes, which part? \_\_\_\_\_

**B2. Was there a moment you enjoyed?** *(It's fine to say no.)*

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**B3. How much of what happened felt like your choices?** *(Circle one.)*

The game decided almost everything    1    2    3    4    5    Almost everything was my choice

**B4. When you saw the character you made, how much did it feel like yours?** *(Circle one.)*

Not mine at all    1    2    3    4    5    Completely mine

**B5. For your character's voice, what did you use?**

( ) My own voice    ( ) A preset voice    ( ) I didn't get to that part

What made you choose that? \_\_\_\_\_

## C • Pull and push

**C1. What made you want to keep going?**

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**C2. Was there anything that made you want to stop, or lose interest?**

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**C3. Was there something you wanted to do but couldn't?**

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## D • Saving and sharing what you made

**D1. Did you want to keep or save anything you made?**

☐ Yes   ☐ No   ☐ There wasn't anything to keep

**D2. Is there one specific person you'd want to show this to?**   ☐ Yes   ☐ No

If yes, who are they to you? (*No names, e.g. "my roommate", "my sister"*) \_\_\_\_\_

**D3. Did you want to show what you made to someone in particular?**   ☐ Yes   ☐ No

If yes, who? \_\_\_\_\_

**D4. If you could make one of these with that person instead of alone, which would you pick?**

☐ a photo   ☐ a song   ☐ a stage performance   ☐ none of them

## E • The AI-generated content

**E1. Did you assume any part of what you just saw was made with AI?**

☐ Yes, I assumed so   ☐ No, I didn't think so   ☐ I didn't think about it

**E2. Everything you saw (the art, the music, the video) was generated by AI.  
Knowing that, does anything change for you?**

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**E3. Knowing that, how do you feel about it? (*Circle one.*)**

A lot less interested   1   2   3 (no change)   4   5   More interested

## F · About you

**F1. Age** \_\_\_\_\_

**F2. Gender**

☐ Woman ☐ Man ☐ Non-binary ☐ Self-describe: \_\_\_\_\_ ☐ Prefer not to say

**F3. Ethnicity** *(Check all that apply.)*

☐ East Asian ☐ South Asian ☐ Southeast Asian ☐ Black or African American  
☐ Hispanic or Latino/a/x ☐ Middle Eastern or North African ☐ Southeast Asian  
☐ Native American or Alaska Native ☐ Native Hawaiian or Pacific Islander  
☐ Other: \_\_\_\_\_ ☐ Prefer not to say

**F4. Where did you mostly grow up?**

☐ United States ☐ Other: \_\_\_\_\_ ☐ Prefer not to say

**F5. Do you make things yourself?** *(Check all that apply.)*

☐ Dance covers ☐ Drawing / original characters ☐ Video edits ☐ Music  
☐ Writing / fanfic ☐ Curating a social account (outfits, photos, a persona)  
☐ None of these ☐ Other: \_\_\_\_\_

**F6. About how many hours a week do you play games?**

☐ 0 ☐ 1-3 ☐ 4-10 ☐ 10+

**F7. What do you mostly play games on?** *(Check all that apply.)*

☐ Phone ☐ PC / laptop ☐ Console ☐ I don't play games

**F8. If you play games, which of these do you play?** *(Check all that apply.)*

☐ Idol / raising games (The Idolm@ster, Gakuen Idolm@ster, Umamusume...)  
☐ Dress-up games (Love Nikki, Infinity Nikki, Life Makeover...)  
☐ Otome / story games (Love and Deepspace...) ☐ Rhythm games ☐ Casual / puzzle  
☐ Sandbox / creation (Roblox, Gacha Club, VRoid, MMD...) ☐ None

**F9. Anything else you want to tell us?** *(Optional)*

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**Thank you!**

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