



Approval for a Project Involving Human Subjects Research that is Approved as Exempt

Date: 14-Jul-2025

Protocol Number: 32387

PI: DEBORAH CONFREDO

Review Type: EXEMPT

Approved On: 14-Jul-2025

Risk: Minimal risk

Committee: A2

Sponsor: NO EXTERNAL SPONSOR

Project Title: THE IMPACT OF VIRTUAL REALITY ON HIGH SCHOOL MUSIC EDUCATION: AN EXPLORATORY STUDY

The IRB approved the protocol 32387.

The study was approved under Exempt review. The IRB determined that the research **does not require a continuing review**, consequently there is not an IRB approval period.

As this research was approved as Exempt, the IRB will not stamp the consent or assent form(s).

Note that all applicable Institutional approvals must also be secured before study implementation. These approvals include, but are not limited to, Medical Radiation Committee ("MRC"); Radiation Safety Committee ("RSC"); Institutional Biosafety Committee ("IBC"); and Temple University Survey Coordinating Committee ("TUSCC"). Please visit these Committees' websites for further information.

Finally, in conducting this research, you are obligated to submit the following:

- **Amendments** - Any changes to the research that may change the Exempt status of this study must be reviewed and approved by the IRB prior to implementation. Examples of such changes are: including new, sensitive questions to a survey or interview, changing data collection such that de-identified data will now be identifiable, including an intervention in the methods, changing variables to be collected from medical charts, decreasing confidentiality measures, including minors or adults lacking capacity to consent as subjects when previously only adults with capacity to consent were to be enrolled, no longer collecting signed HIPAA Authorization, etc. Please reach out to the IRB Staff with any questions about if a change to the study warrants an Amendment.
- **Reportable New Information** - Using the Reportable New Information e-form, report new information items such as those described in HRP-071 Policy - Prompt Reporting Requirements to the IRB **within 5 days**.
- **Closure report** - Using a closure e-form, submit when the study is permanently closed to enrollment; all subjects have completed all protocol related interventions and interactions; collection of private identifiable information is complete; and analysis of private identifiable information is complete.

For the complete list of investigator responsibilities, please see the HRP-070 Policy – Investigator Obligations, the Investigator Manual (HRP-910), and other Policies and Procedures found on the Temple University IRB website: <https://research.temple.edu/irb-forms-standard-operating-procedures>.

Please contact the IRB at (215) 707-3390 if you have any questions.

If you would like to tell us how we are doing, please complete this 5-minute Satisfaction Survey:
<https://forms.gle/9EcgYGDEEANnvMw37>

Glassboro Public Schools



MEMO

To: Dr. Mark Silverstein, Superintendent of Schools

From: Craig Stephenson, Chief Academic Officer

Date: May 7, 2025

Re: Action Memo
May 21, 2025 Board Meeting

Recommend Board Approve Research Project by Wilfredo Rodriguez, pending approval of Temple University IRB Members. Abstract of the study is below. (attachment)

Abstract of the Study: This study examines the effectiveness of *Virtuoso VR*, a virtual reality-based video game, in achieving New Jersey Common Core Curriculum Standards (NJCCCS) for music education. An exploratory approach is used, incorporating both quantitative and qualitative data collection. The target population consists of high school students enrolled in a music technology course, specifically those with no prior VR experience in education. The study aims to assess *Virtuoso VR* as a medium for achieving standards and provide insight into student perspectives while using the program. The experimental design includes a pre-learning in VR survey, lessons using *Virtuoso VR*, and a post-learning in VR survey. Through student surveys, interviews, and observational data, the study seeks to understand if VR could be used in a secondary music education classroom to reach growth standards.