

RECRUITING ADULTS
WHO STUTTER!



IF YOU STUTTER, WE'D LIKE TO TALK WITH YOU!

Researchers at the George Washington University (GWU) are conducting a research study to develop authentic virtual reality avatars that stutter. The primary aim of this project is to obtain knowledge of lived experiences and document opinions regarding aspects of therapy from adults who stutter in order to develop realistic scripts for stuttering avatars for use in student clinical education. We also want your opinions and ideas regarding the development of avatars and the scenarios to be modeled in virtual reality environments (VREs). Your participation will help us to create realistic and valid scripts for avatars that stutter.

Participation is voluntary and involves an interview via Zoom and the completion of two brief surveys. The interview and surveys will take approximately 1.5 hours. Funds to compensate you are currently frozen but may become available again in the future. If you elect to participate now, you will be contacted again if/when the funds become available (payable via GW's online system Advarra). To participate, please email Dr. Shelley B. Brundage at Brundage@gwu.edu. If you have any questions, please contact Dr. Brundage as well.

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