FACILITIES & OTHER RESOURCES

UNIVERSITY OF MINNESOTA

Founded in 1851 as a public land-grant university, the University of Minnesota is the state's only R1 research university and a major center of education, creative scholarship, research, and service. The University of Minnesota is one of the largest universities in the U.S. with more than 55,000 students and over 5,000 full-time faculty, making it one of the nation's largest campuses with a rich interdisciplinary research and teaching agenda.

DRIVEN TO DISCOVER RESEARCH FACILITY AT THE MINNESOTA STATE FAIR ("D2D")

Overall Description: The Driven to Discover Research Facility at the Minnesota State Fair (referred to hereafter as "D2D") provides researchers the opportunity to recruit, enroll, and collect a variety of data from fairgoers in a highly efficient manner given the unique access it provides to a large number of potential research subjects in a short period of time. The Minnesota State Fair, which runs for the 12 days leading up to and ending on Labor Day each year, is among the largest state fairs in the United States in terms of gross attendance. In 2025, the Minnesota State Fair set one daily attendance record, with a total fair attendance of over 1.9 million, giving it the highest attendance of any state fair on a per capita basis, and the highest daily attendance among all state fairs across the country. An estimated 20% of the population of the state of Minnesota attends the Fair each year. D2D thus links the massive research capacity of the University of Minnesota with a large number of potential research subjects from across the Minnesota population. Additionally, 45% of attendees report returning to the Fair every year and 89% visit every two to five years, allowing for the possibility of efficiently conducting longitudinal studies. This innovative facility is the only one of its kind in the state, and to our knowledge, the nation.

Evidence of Rapid Recruitment at D2D: D2D established a presence at the fair in 2014 with a new, permanent building constructed in 2017. The table below illustrates the attendance and enrollee numbers over time. Research teams sign up for recruitment shifts at the building which are 5-6.5 hours in length. Overall, approximately one in every three people who enter the D2D building choose to enroll into a study.

Year	# of Studies	Bldg Foot Traffic	# Ppts Enrolled
2017	36	60,000	17,900
2018	57	60,000	21,162
2019	55	61,600	25,408
2020	Cancelled due to COVID-19 pandemic		
2021	35	36,600	10,879
2022	44	49,200	16,188
2023	47	55,000	17,260
2024	59	52,700	19,946
2025	56	55,700	24,691

Types of Research Conducted at D2D: D2D is available for use by faculty, staff and students from the University of Minnesota system. Collaboration is encouraged. Approved research projects will be those for which the protocol is minimal risk, is appropriate to the Fair environment, and pursues a scientifically valid research question as determined by a committee of University researchers. Once

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University of Minnesota Driven to Discover™

approved, D2D staff will work with each principal investigator and/or study coordinator to estimate the number of shifts at the Fair that would be required to successfully recruit and collect data from the desired number of research subjects. Past studies have conducted survey and opinion research, human performance studies, biomedical research involving collection of biospecimens, qualitative recordings, and many others. We have experience with studies for preschool children, school-age children, adolescents, and adults of all ages. Researchers may also recruit subjects for studies to take place later at the University.

Physical Description: The Driven to Discover Research Facility (D2D) is located on the Minnesota State Fairgrounds at 1367 Cosgrove Street. The Fairgrounds are adjacent to the University of Minnesota's St. Paul campus, enabling easy access by UMN faculty, staff, and students as well as the efficient transport of samples back to the University for processing. Research space is 2,500 square feet with storage in the rear of the building. The research area, an attractive two-story space with abundant natural light, is divided into bays to accommodate up to 10 studies at a time.

D2D provides a "turnkey" research environment that provides the following:

- Physical space and basic equipment (on-site equipment storage, furniture) for recruitment and conduct of minimal risk human subjects research in adults and children
- Assurance that the studies comply with all State Fair rules and regulations
- Guidance to obtain University of Minnesota IRB approval for all studies
- Expertise in strategies to recruit specific populations at the Fair
- Refrigerator and freezer space for sample storage on-site
- iPads with links to study-specific consent forms and questionnaires
- High-speed, secure eduroam Wi-Fi and hard-wired internet
- Promotion of D2D research studies in local media before and during the Fair

Information technology: D2D is equipped with high-speed wireless internet maintained by the University of Minnesota's Office of Information Technology. D2D provides tablet computers to research groups to record all consent and survey data. These are collected using online survey tools maintained by the University and available for free to investigators. REDCap at https://redcap.ahc.umn.edu/ is a secure web application, managed by the Clinical and Translational Science Institute and available free for University of Minnesota students and staff. Qualtrics at https://it.umn.edu/technology/qualtrics is a second web-based survey tool, managed by the University Survey & Assessment Services team and Office of Information Technology. Use of electronic surveys at D2D ensures rapid, secure data collection with immediate deposition on University servers.

Publicity: All studies taking place at D2D are publicized on the D2D website at d2d.umn.edu and on the State Fair mobile app. Traffic to the website is driven by social media during the month of August, as well as by news media stories and appearances facilitated by University Marketing and Communications and staff from various departments who have projects at the fair.