Research Interview Questions

(For Study Administrator)

Delivered post-game. Make notes on the answers given. Ask for permission to record for transcription purposes.

* Did you find the puzzles in the game engaging?
  + If not, why?
* Did you enjoy the mechanics of altering the terrain?
  + If not, why?
* Were there any parts of the game that detracted from the experience?
  + Why was this?
* In a more fleshed out version of the game, what changes would you like to see?
* Were there any other prevailing thoughts you had whilst playing the game?