Deep Reveal experiment participation form

Part 0 - Basic Information

1. Please provide the email address that you used to register on Deep Reveal. *

[   ]

2. How many games have you played? *

○ 0-24

○ 25-49

○ 50 or more

Part 1 - Usability

3. Compile the following table. *

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
I think that I would like to play Deep Reveal often.	○	○	○	○	○
I found Deep Reveal to be unnecessarily complex.	○	○	○	○	○
I found Deep Reveal to be easy to use.	○	○	○	○	○
I think that I would need the support of a technical person to be able to use Deep Reveal.	○	○	○	○	○
I found the various functions of Deep Reveal were well integrated.	○	○	○	○	○
I thought there was too much inconsistency in Deep Reveal.	○	○	○	○	○
I would imagine that most people would learn to use Deep Reveal very quickly.	○	○	○	○	○
I found Deep Reveal very cumbersome to use.	○	○	○	○	○
I felt very confident using Deep Reveal.	○	○	○	○	○
I needed to learn a lot of things before I could get going with Deep Reveal.	○	○	○	○	○

Part 2 - Workload

4. How mentally demanding was Deep Reveal? *

0	1	2	3	4	5	6	7	8	9	10

Very Low   Very High

5. How strenuous was to use Deep Reveal? *

0	1	2	3	4	5	6	7	8	9	10

Very Low   Very High

6. How hurried or rushed was the pace of the game? *

0	1	2	3	4	5	6	7	8	9	10

Very Low   Very High

7. How successful were you in playing Deep Reveal? *

0	1	2	3	4	5	6	7	8	9	10

Perfect   Failure

8. How hard did you have to work to accomplish your level of performance? *

0	1	2	3	4	5	6	7	8	9	10

Very Low   Very High

9. How insecure, discouraged, irritated, stressed, and annoyed were you? *

0	1	2	3	4	5	6	7	8	9	10

Very Low   Very High

Part 3 - Feedback

10. Which of the following would you consider to be the weak points of the game? *

☐ Gameplay

☐ Graphics

☐ Performance

☐ In-game images

☐ Score system

☐ Adding characteristics

☐ None of the above

☐ Other

11. How did you find the overall experience? *

☆ ☆ ☆ ☆ ☆

12. Additional feedback (Optional)

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