# Questionnaire for the interview “Gamification in Public Transport”

Specifications interviewer:

Name:   
Project Role

Specifications interviewee:

Name:  
Age:   
Sex:

How to conduct this interview:

Every question is set to a single page. This is done so that you can freely write down notes over the entire page and add some sentences after the interview is over if needed.

Ask **one** question at a time. Do not confuse the test subject.

Remain **neutral** at all cost. Do **not** have or show your opinion regarding the questions of this project. Consider yourself immune in this project. This projects failure of success will not affect you. You should not care about the results from these questions during the interview. You just **want** results, regardless of what these results might mean for the project.

Interact with your subject. Nod every now and then to show that you’re listening. Reply when the subject wants a reply. You could say stuff like: “Yes”, “Of course”, “uh huh” or “please continue” to show interest in the subject.

Do **not** take notes too quickly. If you act too quickly you might jump the gun, it might stress the other person a bit or surprise them. Calmly listen to what the other person says and write down their answers afterwards. If you are afraid you might forget details, write these down but do so in a calm manner.

Make it clear that you’re moving on to another question. This clears the mind of the person you’re interviewing.

Oversee the interview. You must retake control over the interview if the person starts asking too many questions, takes way too long to answer or if they randomly change topics.

## Question 1:

|  |  |
| --- | --- |
| Question | Could you explain to us what you might or might not like about playing games on your mobile phone in the train while being connected in some way with the other travelers? |
| Answer |  |

## Question 2:

|  |  |
| --- | --- |
| Question | In the above example, player 1 sees the road and player 2 must decide to go left or right depending on the correct road (as indicated by the green line). Player 1 must communicate to player 2 on what road to take. Could you give us your opinion on such player interaction? |
| Answer |  |

## Question 3:

|  |  |
| --- | --- |
| Question | If you could choose any kind of rewards for playing this game, what would them be and how would you like to receive these rewards? |
| Answer |  |

## Question 4:

|  |  |
| --- | --- |
| Question | If this app could have any extra features, what kind of features would you like it to have added to it? |
| Answer |  |

## Question 5:

|  |  |
| --- | --- |
| Question | Could you name some of the most common annoyances when traveling with public transport? (please be as detailed as possible) |
| Answer |  |

## Question 6:

|  |  |
| --- | --- |
| Question | What would need to be changed to make public transport more enjoyable for you? |
| Answer |  |

## Question 7:

|  |  |
| --- | --- |
| Question | What options would you like there to be if, for example, you’re partnered with someone who tries to ruin the gaming experience for you? |
| Answer |  |

## Question 8:

|  |  |
| --- | --- |
| Question | What kind of rewards would you like there to be for being the high score leader besides the bragging rights? |
| Answer |  |