

DecidArch Game Survey

This survey may take 10 minutes to fill in. There are 2 pages. Please keep your studentnumber at hand.

Responding to this survey helps us understand your experiences with the game. Thank you for your time.

***Required**

About the game (Page 1 of 2)

For each statement, choose the option that best describes your level of agreement with the statement.

Question 1

1. I did reflect on how a design option could impact the stakeholder's concerns. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

2. (optional) Are there any additional remarks to your answer?

Question 2

3. The templates motivated me to document the reasons behind the chosen design options. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

4. (optional) Are there any additional remarks to your answer?

Question 3

5. When addressing a new concern, the templates motivated me to revisit earlier design decisions. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

6. (optional) Are there any additional remarks to your answer?

Question 4

7. The game helped me maintain the consistency among the design decisions. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

8. (optional) Are there any additional remarks to your answer?

Question 5

9. To make design decisions, I had to consider trading a quality attribute for another. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

10. (optional) Are there any additional remarks to your answer?

Question 6

11. The quality impacts on the concern cards motivated me to explicitly reason about trade-offs in quality. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

12. (optional) Are there any additional remarks to your answer?

Question 7

13. To decide on the best design option, I discussed design ideas with the other players. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

14. (optional) Are there any additional remarks to your answer?

Question 8

15. The use of the decision preparation template gave me an opportunity to contribute new design ideas. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

16. (optional) Are there any additional remarks to your answer?

Question 9

17. The differences (e.g. in experience) between the players led to discussions about different design ideas. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

18. (optional) Are there any additional remarks to your answer?

Question 10

19. During the game, we had to change past decisions. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

20. (optional) Are there any additional remarks to your answer?

Question 11

21. When changing design decisions, I maintained the consistency among design decisions. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

22. (optional) Are there any additional remarks to your answer?

Question 12

23. The templates helped me to revisit design decisions to maintain consistency among changed design decisions. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

24. (optional) Are there any additional remarks to your answer?

Question 13

25. As the design progressed, changing a design decision required me to use an increasing amount of time to maintain consistency between design decisions. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Not Applicable (N/A)

26. (optional) Are there any additional remarks to your answer?

Question 14

27. The game was fun. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Other: _____

28. (optional) Are there any additional remarks to your answer?

Question 15

29. The cards were easy to understand. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Other: _____

30. (optional) Are there any additional remarks to your answer?

Question 16

31. The rules were clear. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Other: _____

32. (optional) Are there any additional remarks to your answer?

Question 17

33. The scoring sheet was clear. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree
- ☐ Other: _____

34. (optional) Are there any additional remarks to your answer?

Question 18

35. Did you address all concerns? If yes, how long did it take? *

Mark only one oval.

- ☐ We did not address all concerns.
- ☐ Yes. We played 0-15 minutes.
- ☐ Yes. We played more than 15 minutes.

36. (optional) Are there any additional remarks to your answer?

About the participant (Page 2 of 2)

37. What is your Game Group-ID? *

Enter N/A if you can't remember your Game Group-ID.

38. Please insert your name here. *

39. Please insert your studentnumber here. *

40. What master programme are you enrolled in? *

About your experience

41. Do you have any professional experience as a: *

Mark only one oval per row.

	Yes	No
Software Developer	<input type="radio"/>	<input type="radio"/>
Software Engineer	<input type="radio"/>	<input type="radio"/>
Software Architect	<input type="radio"/>	<input type="radio"/>

42. (optional) Are there any additional remarks to your answer?

About learning

43. What did you learn during the game? *

Feedback for the game

44. Do you have any feedback or suggestions for the game? *
