**Trinity Rewards App – User Survey**

**Purpose:**  
I’m developing a mobile rewards app for the university cafeteria. This short survey will help us understand your preferences and create a system that better serves your needs. It takes less than 3 minutes to complete.

**Section 1: About You**

1. What is your role at the university?
   * Student
   * Staff
   * Visitor
   * Other (please specify): \_\_\_\_\_\_\_\_\_\_\_
2. How often do you use the university cafeteria?
   * Daily
   * 2–3 times a week
   * Once a week
   * Rarely
   * Never

**Section 2: Loyalty & Rewards**

1. Would you be interested in a points-based reward system (e.g., earn points for purchases, redeem for free items)?
   * Yes
   * Maybe
   * No
2. What type of rewards would motivate you to use the cafeteria more often? *(Tick all that apply)*
   * Free drinks (e.g. coffee, tea)
   * Free meals
   * Discounts (e.g. 10% off)
   * Priority service or skip-the-queue benefits
   * Meal upgrades (e.g. add a dessert or side for free)
   * Other: \_\_\_\_\_\_\_\_\_\_\_
3. How many visits would you consider reasonable to earn a reward?
   * 1–5 visits
   * 6–10 visits
   * 11–15 visits
   * More than 15 visits

**Section 3: App Preferences**

1. Which features would you find most useful in a cafeteria app? *(Tick all that apply)*
   * View daily menu
   * Collect & redeem points
   * Push notifications for offers
   * Pre-order food
   * Dietary or allergen info
   * Track past purchases
   * Other: \_\_\_\_\_\_\_\_\_\_\_
2. Would you prefer logging in with:
   * University email
   * Google/Facebook login
   * No login / anonymous
   * Other: \_\_\_\_\_\_\_\_\_\_\_
3. How important is **design and ease of use** to you in a mobile app?
   * Very important
   * Somewhat important
   * Not important

**Section 4: Final Thoughts**

1. What would encourage you to keep using the app regularly?

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1. Do you have any suggestions or features you'd love to see in the rewards app?

**Thank you!**

Your feedback is incredibly helpful and will directly shape how i develop the Trinity Rewards App.