1. **How often did you go to a museum in 2019?**

   a) Once a year or less
   b) 2-3 times a year
   c) 4-6 times a year
   d) 7-10 times a year
   e) 11 or more times a year

2. **What are your main motivations for visiting a museum? Please rank these options in order, where "1" is the most important and "5" is the least important.**

   ☐ Education
   ☐ Social gathering
   ☐ Events
   ☐ Inspiration
   ☐ Research

3. **Prior to the COVID-19 pandemic, did you use any of the following museum technologies? Select all that apply:**

Online:
   a) Social media
   b) Virtual tour
   c) Downloadable activity
   d) Online exhibit
   e) Ticket reservations
   f) Livestreaming

In-Person:
   g) Museum apps
   h) Virtual reality (e.g. VR headset, goggles)
   i) Augmented reality (e.g. Pokémon GO, QR codes)
   j) Interactive displays (e.g. touch screens)
   k) Audio tour

Other:
   l) Please specify: _____

4. Since the beginning of the COVID-19 pandemic, have you used any of the following technologies? Select all that apply:

Online:
    a) Social media
    b) Virtual tour
    c) Downloadable activity
    d) Online exhibit
    e) Ticket reservations
    f) Livestreaming

In-Person:
    g) Museum apps
    h) Virtual reality (e.g. VR headset, goggles)
    i) Augmented reality (e.g. Pokémon GO, QR codes)
    j) Interactive displays (e.g. touch screens)
    k) Audio tour

Other:
    l) Please specify: _____

5. Based on your answers from *Questions 3 and 4*, which museum technology were you MOST satisfied with?

Online:
    a) Social media
    b) Virtual tour
    c) Downloadable activity
    d) Online exhibit
    e) Ticket reservations
    f) Livestreaming

In-Person:
    g) Museum apps
    h) Virtual reality (e.g. VR headset, goggles)
    i) Augmented reality (e.g. Pokémon GO, QR codes)
    j) Interactive displays (e.g. touch screens)
    k) Audio tour

Other:
    l) Please specify: _____

6. Why were you most satisfied with this technology? Select all that apply:

    a) Convenient
    b) Easy to use
    c) Educational
    d) Enhances museum experience
    e) Personalized
    f) Good value
    g) Other (Please specify): _____

7. Based on your answers from *Questions 3 and 4*, which museum technology were you LEAST satisfied with?

Online:
    a) Social media
    b) Virtual tour
    c) Downloadable activity
    d) Online exhibit
    e) Ticket reservations
    f) Livestreaming

In-Person:
    g) Museum apps
    h) Virtual reality (e.g. VR headset, goggles)
    i) Augmented reality (e.g. Pokémon GO, QR codes)
    j) Interactive displays (e.g. touch screens)
    k) Audio tour

Other:
    l) Please specify: _____

8. Why were you not satisfied with this technology? Select all that apply:

    a) Inconvenient
    b) Difficult to use
    c) Did not add to museum experience
    d) Did not work as expected
    e) Not good value
    f) Other (Please specify): _____

9. What museum technologies would you like to see more of? Select all that apply:

Online:
      a) Social media
      b) Virtual tour
      c) Downloadable activity
      d) Online exhibit
      e) Ticket reservations
      f) Livestreaming

In-Person:
      g) Museum apps
      h) Virtual reality (e.g. VR headset, goggles)
      i) Augmented reality (e.g. Pokémon GO, QR codes)
      j) Interactive displays (e.g. touch screens)
      k) Audio tour

Other:
      l) Please specify: _____

10. How much are you willing to pay:

for an online museum experience? Select one option from a)-c):

      a) Less than the price of general admission
      b) The same price as general admission
      c) More than the price of general admission

for an in-person museum experience with technology? Select one option from d)-f):

      d) Less than the price of general admission
      e) The same price as general admission
      f) More than the price of general admission