User Study #2 for *ConText – A Text/Choice Adventure Game Framework*

This survey is to be filled in by the participants of the second user study for the Bachelor's Thesis *ConText – A Text/Choice Adventure Game Framework*.

The process is as follows: the participant will download and install the framework as described in the additional tutorial, then spend until July 23, 2016 to implement a short story using the framework. They will answer this sheet as truthfully and thoroughly as possible. It is advised, the participant take notes during implementation in order to not miss any important details.

This sheet is comprised of the parts *Basic Information, General impression, Interface, Performance, Documentation/Tutorial.* Please make sure to fill in all parts.

Basic information

Name (optional, leave blank for anonymous participation)	Age (optional)	Time spent with the framework
If possible, list the computer system's specifications this framework was run on (e.g. either Device Model Number, or if possible detailed specs such as processor model, system memory size, graphics processor, drive type the framework was installed on, operating system, etc.)		
Briefly describe your existing knowledge/skills regarding programming, game development and story writing.		

Interface

On a scale from 1 (worst) to 7 (best), how intuitive did you find the framework to be? (e.g. immediate understanding of features, functions, processes)						
1	2	3	4	5	6	7
O	O	O	O	O	O	O
Why?						

On a scale from 1 (worst) to 7 (best), rate the spatial arrangement of framework items
(i.e. the placement of the different windows within the tool; e.g. Overview Window,
Inspector/Settings Window, preview, Hierarchy window, Project/Asset folder view)

1	2	3	4	5	6	7
O	O	O	O	O	O	O

Why?

On a scale from 1 (worst) to 7 (best), rate the naming of framework items
(Overview Window, Inspector/Settings Window, preview, Hierarchy window, Project/Asset folder
view)

1	2	3	4	5	6	7
O	O	O	O	O	O	O

Why?

On a scale from 1 (worst) to 7 (best), rate the complexity of the framework items
(e.g. bad if windows were overloaded, oddly sorted, etc.)

1	2	3	4	5	6	7
O	O	O	O	O	O	O

Why?

Describe the nature of your workflow in the framework, e.g. any hindrances you might have
experienced, or on the contrary aspects that helped your workflow.

Additional notes

Performance

On a scale from 1 (far too long) to 7 (fine), rate the saving and loading times of the framework itself (e.g. perceived hickups/stuttering when creating modules, changing settings, etc.)						
1	2	3	4	5	6	7
O	O	O	O	O	O	O
Why?						

On a scale from 1 (very stuttery) to 7 (fully smooth), rate the framerate of the game (in preview mode) (i.e. how visually smooth did the game run)						
1	2	3	4	5	6	7
O	O	O	O	O	O	O
Why?						

On a scale from 1 (very slow) to 7 (very quick), rate the responsiveness of the interface (e.g. how quickly did the framework react to your input)						
1	2	3	4	5	6	7
O	O	O	O	O	O	O

Why?

Additional notes

Documentation/Tutorial

On a scale from 1 (very vague) to 7 (very detailed), rate the detail of the provided documentation						
1	2	3	4	5	6	7
O	O	O	O	O	O	O

Why?

Was the tutorial useful in its sequential nature? (e.g. in providing step by step descriptions of the game creation process) Please explain your answer briefly.

What type of tutorial do you/would you prefer? (e.g. purely textual, video instructions, in-framework walkthrough, mixed, etc.)

Additional notes

General impression

Describe your overall experience with the framework

Additional suggestions

Add any additional suggestions here