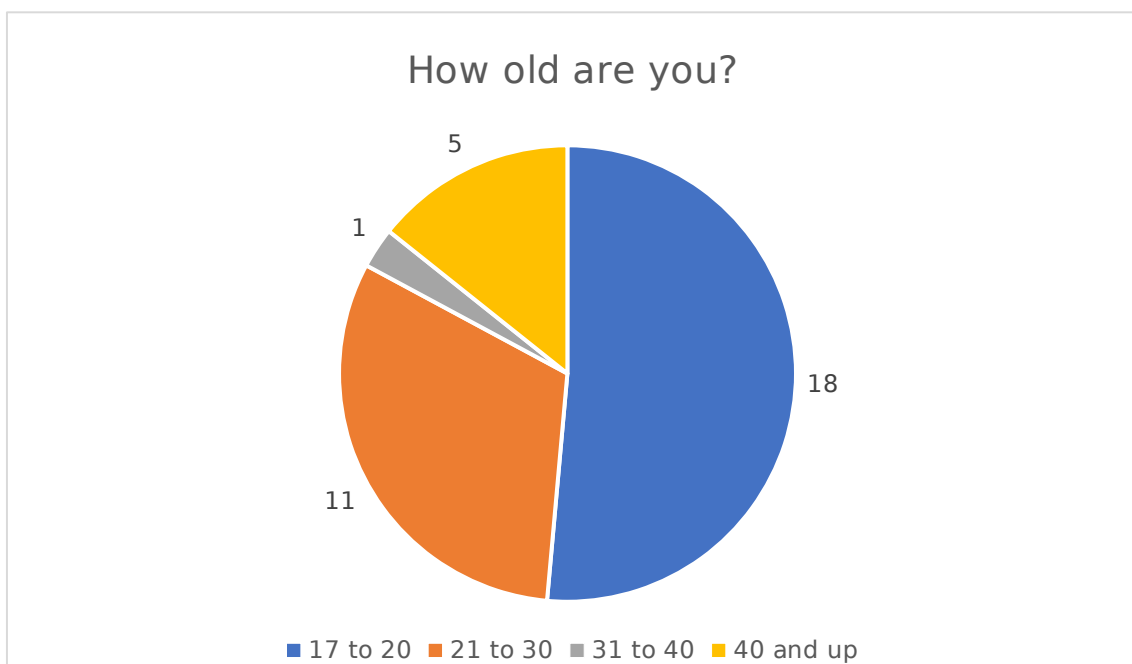# Product First Impressions

Since the first finalization of the prototype, a google forms pool was created to compile a set of first impressions from a huge number of people from different backgrounds.
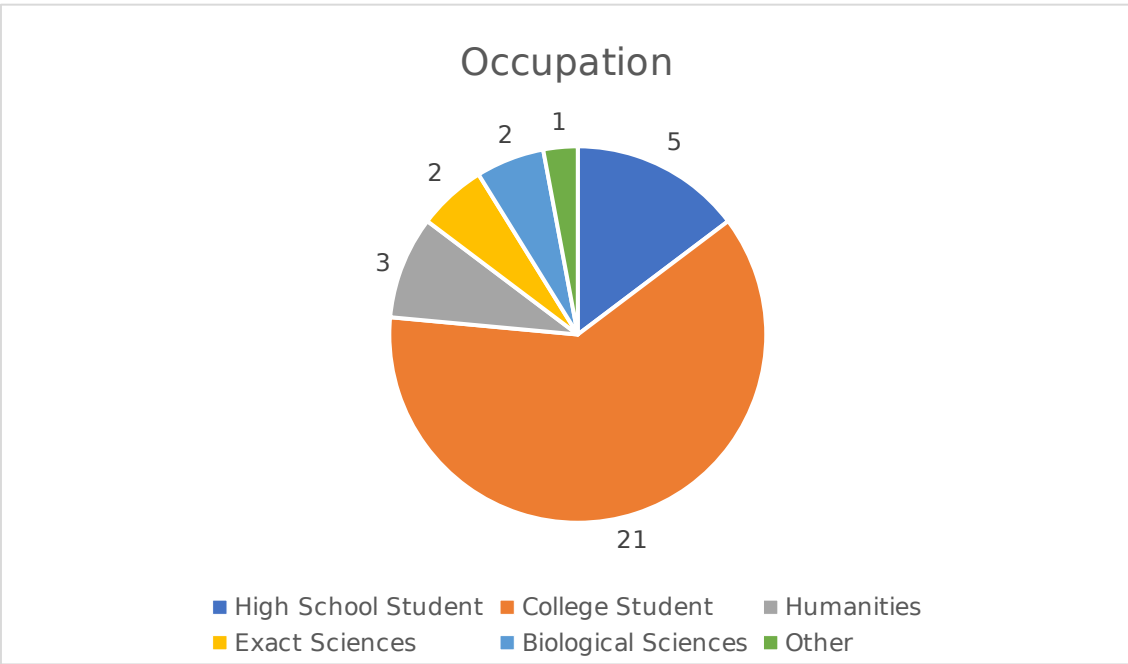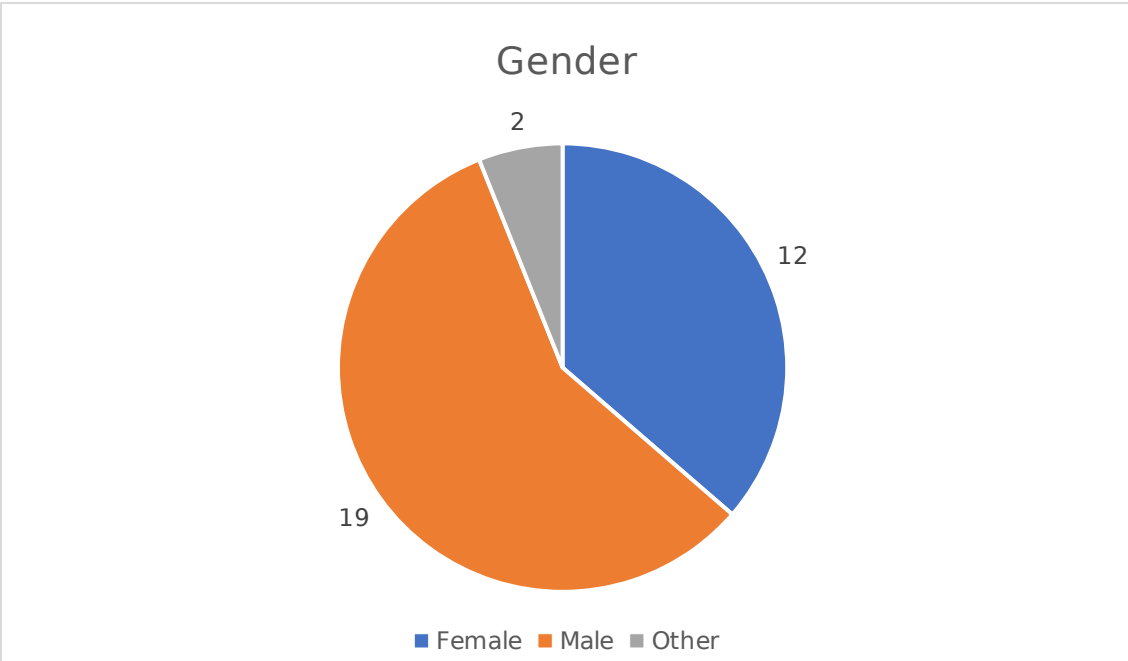
Inside the google forms, a little presentation was made, explaining who is the group and what was the competition. A video about the game's operation and two print screens were displayed to show the game appearance. Until 23:00 of October, 4th, 35 answers were received.
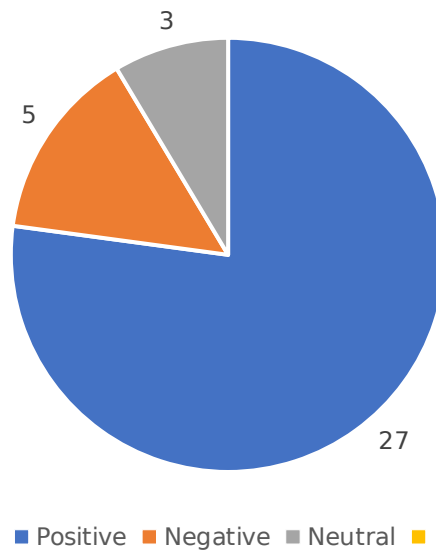
The questions made were:

- How old are you?

- What is your gender?

- What is occupation?

- What was your impression about the game aesthetic?

- What is your opinion about the game's purpose?

- Were you willing to play the game?

- What did you dislike about the game?

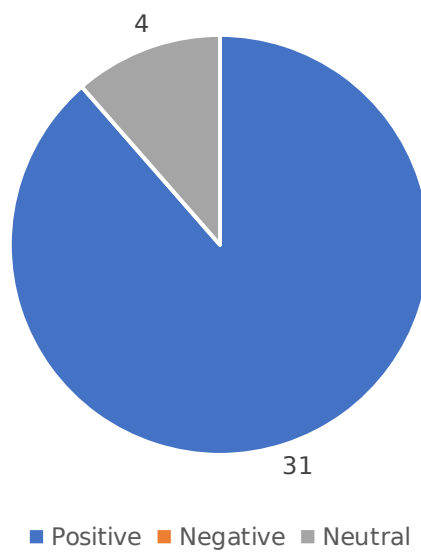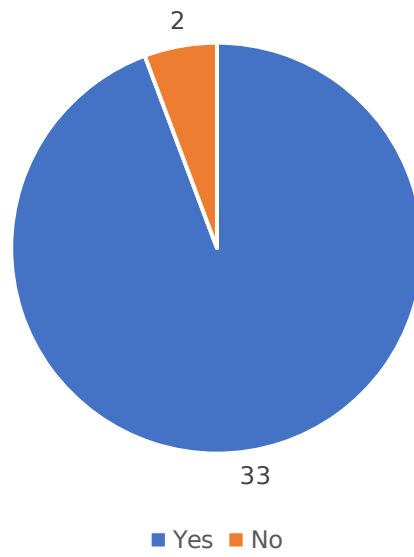- Any suggestions?

Answers statistics:

Gender

2

12

19

■ Female ■ Male ■ Other

Occupation

2   1

2

5

3

21

■ High School Student   ■ College Student   ■ Humanities
■ Exact Sciences   ■ Biological Sciences   ■ Other

What was your impression about the game aesthetic?

3

5

27

■ Positive ■ Negative ■ Neutral ■

What is your opinion about the game's purpose?

4

31

■ Positive ■ Negative ■ Neutral

Were you willing to play the game?

2

33

■ Yes ■ No

What did you dislike about the game?

2

8

18

7

■ Nothing ■ Design ■ Unable to opine ■ Other

Any suggestions?

5 · 15 · 6 · 9

■ Nothing ■ Improve Design ■ Add more content ■ Other
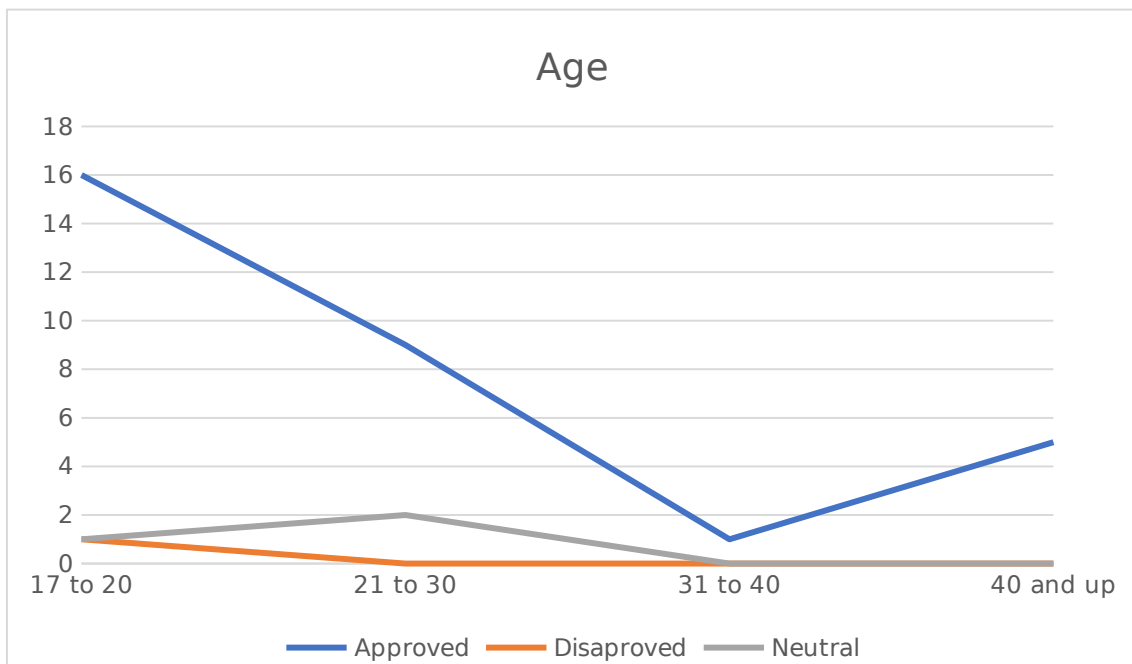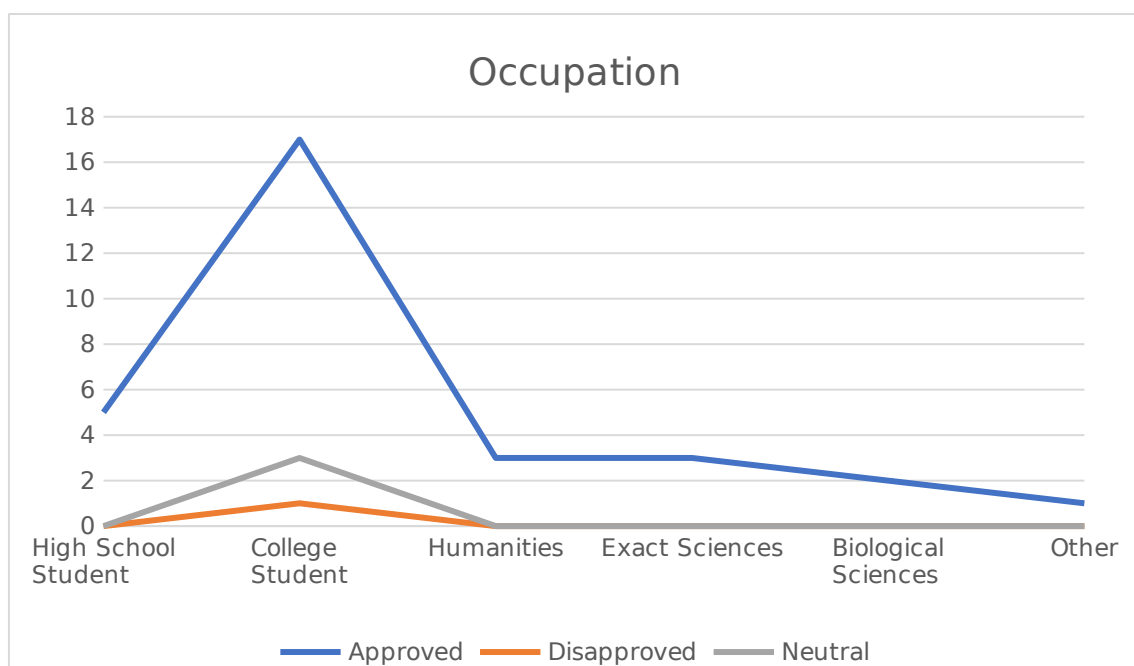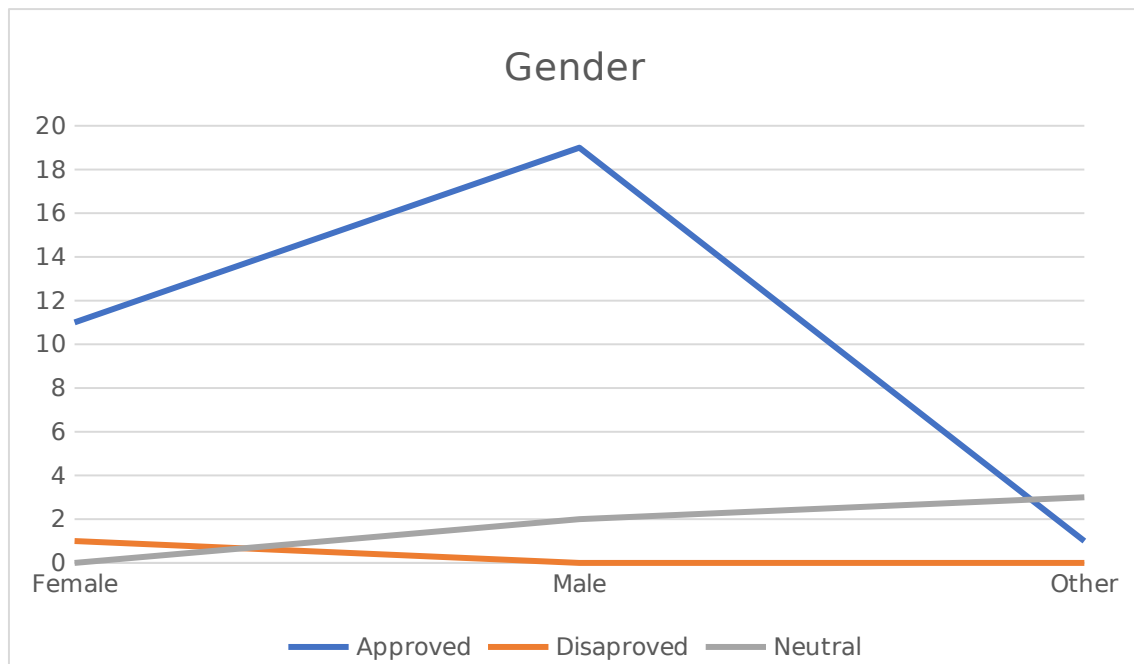
Considerations

Overall, it is possible to separate the feedback in three big groups: approved, disapproved and neutral opinion. The next graphs show how these opinions are distributed by age, gender and occupation.

Age

—— Approved —— Disaproved —— Neutral

Gender

Occupation

One problem about the feedbacks is that the majority of answers received was from university students about 20 years old, which means that results possibly do not represent the vast majority of the public. Our goal was to interview a wider range of public, however, due to the short amount of time it was not possible.

The interviewees could not experience all the content of the game, a lot of the responses reflected this problem. Besides, not all the people understood the purpose of using 8-bit design, recall the Nasa old days,

which can explain why there were many answers complaining about the design.