

# Far Flung: Adventure To A Metal World

## User Feedback Survey

Steps:

- 1) Go to: <https://cboveda.github.io/psyche-game/>
- 2) At the main menu, select 'campaign'.
- 3) Play through the campaign.
- 4) Complete the questions related to each section/minigame of the campaign.

All questions are answered on a 1 to 5 scale, and each section provides the opportunity for additional comments.

It is recommended to have hardware acceleration enabled in your browser to ensure stable performance in the game. This option can be found in your browser settings, typically under the 'advanced' or 'system' section.

Thank you for your time and feedback!

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\* Required

### 1. Browser \*

*Mark only one oval.*

- ☐ Chrome
- ☐ Firefox
- ☐ Edge
- ☐ Safari
- ☐ Opera
- ☐ Other

Hub

Introduction section, and the 'hub' through which all other minigames are accessed.

2. The 'Hub' section of the game is intuitive and easy to navigate.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

3. The 'Hub' section of the game is engaging and fun.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

4. The 'Hub' section of the game enhances my knowledge of Psyche mission, or has inspired me to learn more about the mission.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

### Assembly Minigame

In this game, the player 'builds' the Psyche orbiter and learns about each of the components.

5. The 'Assembly' section of the game is intuitive and easy to navigate.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

6. The 'Assembly' section of the game is engaging and fun.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

7. The 'Assembly' section of the game enhances my knowledge of Psyche mission, or has inspired me to learn more about the mission.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

8. The 'Assembly' section of the game has an appropriate difficulty level. If disagree, please include comments below.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

9. Assembly Minigame -- Additional Comments

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## Flightpath Minigame

In this game, the player plots the route of the Psyche orbiter to the Psyche asteroid, and learns about the complexities of navigating to distant objects in space.

10. The 'Flightpath' section of the game is intuitive and easy to navigate.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

11. The 'Flightpath' section of the game is engaging and fun.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

12. The 'Flightpath' section of the game enhances my knowledge of Psyche mission, or has inspired me to learn more about the mission.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

13. The 'Flightpath' section of the game has an appropriate difficulty level. If disagree, please include comments below.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

14. Flightpath Minigame -- Additional Comments

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Scanning/Orbital  
Control  
Minigame

In this game, the player directly controls the Psyche spacecraft as it maneuvers above the surface of the Psyche asteroid with the goal of scanning gamma rays and neutron signals.

15. The 'Scanning' section of the game is intuitive and easy to navigate.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

16. The 'Scanning' section of the game is engaging and fun.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

17. The 'Scanning' section of the game enhances my knowledge of Psyche mission, or has inspired me to learn more about the mission.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

18. The 'Scanning' section of the game has an appropriate difficulty level. If disagree, please include comments below.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

19. Scanning Minigame -- Additional Comments

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Communication  
Puzzle  
Minigame

In this game, the player unscrambles the communications mechanisms to learn more about how the Psyche spacecraft communicates its findings back to Earth.

20. The 'Communication' section of the game is intuitive and easy to navigate.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

21. The 'Communication' section of the game is engaging and fun.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

22. This section of the game enhances my knowledge of Psyche mission, or has inspired me to learn more about the mission.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

23. The 'Communication' section of the game has an appropriate difficulty level. If disagree, please include comments below.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

24. Communication Minigame -- Additional Comments

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Lab  
Analysis  
Minigame

In this game, the player uses laboratory techniques to analyze the data received by the Psyche spacecraft in attempt to determine the chemical and elemental composition of the Psyche asteroid.

25. The 'Lab' section of the game is intuitive and easy to navigate.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree



26. The 'Lab' section of the game is engaging and fun.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

27. The 'Lab' section of the game enhances my knowledge of Psyche mission, or has inspired me to learn more about the mission.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

28. The 'Lab' section of the game has an appropriate difficulty level. If disagree, please include comments below.

*Mark only one oval.*

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

29. Lab Minigame -- Additional Comments

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Additional Comments

Any other comments about the game.

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