Far Flung: Adventure To A Metal World

User Feedback Survey

OLCDO

- 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!

*	Required	
1.	Browser *	
	Mark only one ov	val.
	Chrome	
	Firefox	
	Edge	
	Safari	
	Opera	
	Other	
Н	ub	Introduction section, and the 'hub' through which all other minigames are accessed.

The 'Hub' section	of the	5						
Mark only one oval.								
	1	2	3	4	5			
Strongly Disagree						Strongly Agree		
The 'Hub' section	of the	e game	is enga	aging a	and fun	ı.		
Mark only one oval.								
	1	2	3	4	5			
Strongly Disagree						Strongly Agree		
inspired me to lea		_				ledge of Psyche	e mission	, or has
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inspired me to lea	arn mo	ore abo	out the	missioi	n.	ledge of Psyche	e mission	, or has
inspired me to lea Mark only one oval. Strongly Disagree Assembly	1 In th	2	3 the playe	mission 4	5 			
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The 'Assembly' se olease include co Mark only one oval. Strongly Disagree	1	2	3	4	5	oriate difficulty	level. If disa

Flightpath Minigame In this game, the player plots the route of the Psyche orbitter 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	v to navigate
10.	The Hightpath	300 thorror the	garrie is iritartive	aria cas	y to havigate.

Mark only one oval.



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

Mark only one oval.



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						Strongly Agree

	please include c	omments	DCIOVV.			
	Mark only one oval					
		1	2 3	4	5	
	Strongly Disagree					Strongly Agree
4.	Flightpath Minig	ame Ad	ditional C	Commen	ts	
	anning/Orbital ontrol nigame	above the				the Psyche spacecraft as it manuevers I with the goal of scanning gamma rays
	9					
		ection of t	he game	is intuiti	ve and	easy to navigate.
Mi			he game	is intuiti	ve and	easy to navigate.
Mi	The 'Scanning' se		he game	is intuiti [,] 4	ve and 5	easy to navigate.

16.

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

Str		_						
Str		1	2	3	4	5		
	rongly Disagree						Strongly Agree	
	e 'Scanning' se s inspired me t						knowledge of F	Psyche mis
	rk only one oval.							
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ole	ease include co						riate difficulty	
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Str	rongly Disagree						Strongly Agree	
Sca	anning Minigar	me <i>i</i>	Additio	nal Col	mment	S		

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 'Comm	nunication'	section	of the	game is	intuitive	and easy	to navigate.

Mark only one oval.

	1	2	3	4	5	
Strongly Disagree						Strongly Agree

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

Mark only one oval.

	1	2	3	4	5	
Strongly Disagree						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						Strongly Agree

23.	3. The 'Communication' section of the game has an appropriate difficulty level. If disagree, please include comments below.							. If	
	Mark only	one oval.							
			1 2	3	4	5			
	Strongly D)isagree					Strongly Agree	_	
24.	Commun	ication Mir	nigame ,	Additior	nal Cor	nments	5		
Psyc			acecraft in at				to analyze the d mical and elemer		
25.	The 'Lab'	section of	the game	is intuiti	ve and	d easy t	o navigate.		
	Mark only one oval.								
			1 2	3	4	5			
	Strongly Disagree Strongly Agree								

	1	2	3	4	5		
Strongly Disagree						Strongly Agree	
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Mark only one oval.							
	1	2	3	4	5		
Strongly Disagree						Strongly Agree	
nclude comment			has an	approp	oriate (difficulty level.	lf disagree
nclude comment			has an	approp	oriate (difficulty level.	If disagree
The 'Lab' section include comment Mark only one oval. Strongly Disagree	s belo	W.				difficulty level. Strongly Agree	If disagree

Any other comments about the game.

Add	itional Comments	
30.		

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