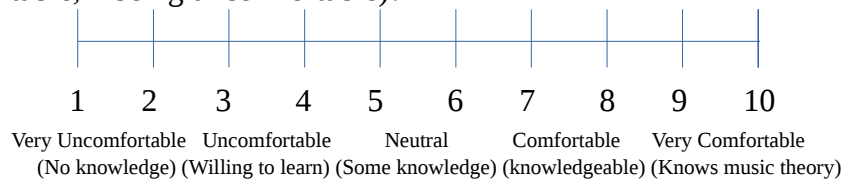Team Mix-Tape
Musician's Assistant Mixer
User Study Questionnaire

User Study 1:

Questions 1 through 5 meant to be answered before testing our product:

1) On a scale of 1 to 10, how comfortable are you with music theory (10 being strongly comfortable, 1 being uncomfortable)?

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Very Uncomfortable Uncomfortable   Neutral   Comfortable   Very Comfortable
(No knowledge) (Willing to learn) (Some knowledge) (knowledgeable) (Knows music theory)

2) Have you ever worked with a music program before?

   ◯   ◯   ◯   ◯

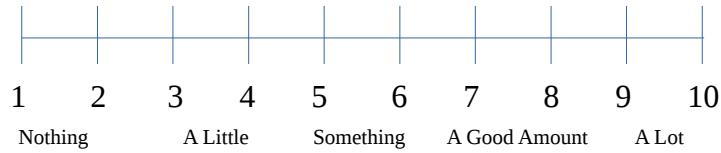   No   Interested   Attempted   Yes

If so, which musical program (or programs) have you worked with and how often have you used those musical programs (once, often, daily, weekly, etc)?

3) What feature (or features) did you use in the musical program?

4) What did you like/dislike about those features?

5) On a scale of 1 to 10, how much knowledge have you gained about music theory by using these musical programs (10 being you learned a lot, 1 being you learned nothing)?

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|----|----|----|----|----|----|----|----|----|
1    2    3    4    5    6    7    8    9    10
Nothing   A Little   Something   A Good Amount   A Lot
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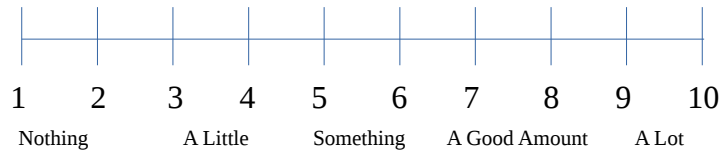
Questions 6 through 15 meant to be answered after testing our product:

6) What were you looking to accomplish by using our product and what knowledge did you learn from using our product?

7) What features did you use in our product?

8) What did you like/dislike about those features.

9) On a scale of 1 to 10, how much knowledge have you gained about music theory by using our musical programs (10 being you learned a lot, 1 being you learned nothing)?

1	2	3	4	5	6	7	8	9	10
Nothing		A Little		Something		A Good Amount		A Lot	

10) Were there any features or designs in our product that didn't make any sense to you? If so, what were those features or designs and why did they not make sense to you?

11) Did using our musical program inspire you to learn more about musical theory?

No   Some What   Yes

12) In what ways did you gain knowledge about music theory by using our product?

13) What other features would you like to see in our product that would be beneficial towards learning about music theory?
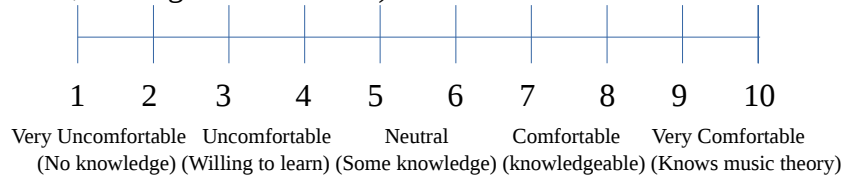
14) How can we modify our program (if possible) to fit the needs of providing better results in teaching people about music theory?

15) Any other critiques, criticisms, or concerns you would like to share with us pertaining to our product?

User Study 2:

Questions 1 through 5 meant to be answered before testing our product:

1) On a scale of 1 to 10, how comfortable are you with music theory (10 being strongly comfortable, 1 being uncomfortable)?

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Very Uncomfortable   Uncomfortable   Neutral   Comfortable   Very Comfortable
(No knowledge) (Willing to learn) (Some knowledge) (knowledgeable) (Knows music theory)

2) Have you ever worked with a music program before?

○   ○   ○   ○

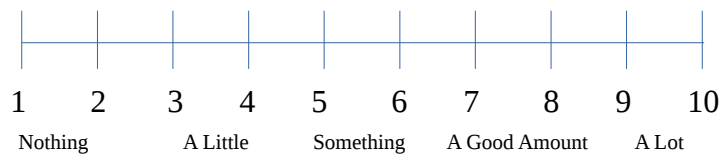No   Interested   Attempted   Yes

If so, which musical program (or programs) have you worked with and how often have you used those musical programs (once, often, daily, weekly, etc)? If not, what is your knowledge about musical programs?

3) If you have used a musical program before: What feature (or features) did you use in the musical program and what did you like/dislike about those features?
If you have not used a musical program before: What features would you see being in a musical program?

4) What comes to mind when you hear the word "music theory"(Define music theory in your own words)?

[ ]

5) On a scale of 1 to 10, how much knowledge have you gained about music theory by using these musical programs (10 being you learned a lot, 1 being you learned nothing)?

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  |   |   |   |   |   |   |   |   |   |
  1   2   3   4   5   6   7   8   9   10
Nothing    A Little   Something  A Good Amount  A Lot
```
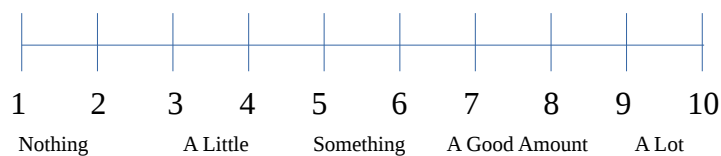
Questions 6 through 15 meant to be answered after testing our product:

6) What were you looking to accomplish by using our product and what knowledge did you learn from using our product?

[ ]

7) What features did you use in our product?

8) What did you like/dislike about those features.

9) On a scale of 1 to 10, how much knowledge have you gained about music theory by using our musical programs (10 being you learned a lot, 1 being you learned nothing)?

1	2	3	4	5	6	7	8	9	10
Nothing		A Little		Something		A Good Amount		A Lot	

10) Were there any features or designs in our product that didn't make any sense to you? If so, what were those features or designs and why did they not make sense to you?

11) Did using our musical program inspire you to learn more about musical theory?

    ◯   ◯   ◯

   No   Some What   Yes

12) In what ways did you gain knowledge about music theory by using our product?

13) In what ways was our program beneficial to you and how can our program be beneficial to others (knowledge, experience, interests, etc)?

14) How can we modify our program (if possible) to fit the needs of providing better results in teaching people about music theory?

15) Any other critiques, criticisms, or concerns you would like to share with us pertaining to our product?

Plan for contacting research subjects:

We will be be contacting our research subjects by asking if they would like to volunteer there time to test out our prototype. We will be asking students on campus will to volunteer their time for this project. For the first User Study, we will try to stick with feedback from students majoring in music or have knowledge of music theory, so we can better our prototype towards the standards of students who have knowledge of music theory and apply their feedback towards our final product. For our second User Study, we will focus on students who don't have much knowledge or would like to learn more about music theory. This way, we will be able to see if our functional product is capable of teaching the user about music theory, while integrating their own music into our music editor. We will come up with a time a date to have our research subjects test our prototype and our final product out.