

SurveyToolkit

The SurveyToolkit is a software tool designed for plug-and-play generation of questionnaires and surveys for applications across VR, Desktop, and Mobile.

This tool offers a non-scripting solution to create beautiful questionnaires & surveys. Furthermore, it includes a straightforward instructional manual detailing the setup procedure for a basic backend system, which stands prepared for data collection online, if deemed necessary. Consequently, developers can allocate their efforts toward addressing other critical, application-specific functionalities.

The SurveyToolkit supports the following question types: Open, Linear, Grid, Slider, Checkbox and Multiple Choice.

Documentation

The SurveyManager contains QuestionnairePages which handle most of the logic for each page. The pages contain a list of FormObjectData (ScriptableObject) where a FormObjectData could either be a question, a submit button or some infobox. Every question is a prefab variant of the original QuestionForm, if you want to change the layout change this prefab. The FormObjectData must have a reference to the prefab, this way the QuestionnairePage knows which and how to instantiate the prefab. **The Survey is populated at runtime, so press play to inspect your survey.** To create new questions right click in the Project > Create > SurveyToolkit > QuestionType. Or just copy and edit the example questions. **The final page should just be a infobox, the actual data is send on the final to last page.** The specific functions are explained in detail in the code itself.

Example

The SampleScene shows a simple 2 page survey, see the questionnaire pages on the manager how it is setup.

Data

The data is stored as .csv files in the [persistant storage](#) of the device. It is also possible to upload the data to a server.

Uploading Data

SurveyToolkit uses an C# WWW form to upload the recorded file to a server capeable of running PHP. Follow these simple steps to get a backend running. (2023)

- Create an account and hosting on [000webhost](#).
- Download the PHP backend from my other [git](#).
- Change the password in the getFile.php and in Unity in the Uploader script, make sure they are equal.
- Upload the getFile.php and the /data folder to the public folder on your server.
- Copy the link to the getFile.php from the server, should be something like: <https://xxxxxx.000webhostapp.com/getFile.php>.
- In Unity select your SurveyManager object and paste it into the uploadLink variable & enable the uploadToServer checkbox.

Remarks: This is not a very safe solution. While the getFile.php script uses a hardcoded password but this not considered very safe, additionally only text files are allowed but some loophole might exist; allowing file uploads to a server is very dangerous. Therefore, we recommend you to only host this script when actually collecting data.