

# Evaluation of the NoiseMAppR application

This questionnaire is a follow-up of the evaluation you did of the NoiseMAppR application.

**\*Vereist**

## Demographics

Here, some demographic questions are asked to have an idea of the test population.

**What is your firstname and lastname? \***

This data is left out of further publications.

**When were you born? \***

dd/mm/yyyy



**What is your gender? \***

☐

Male

☐

Female

**Are you a student? \***

☐

Yes

☐

No

**What did/do you study? (highest diploma) \***

**Have you tested the paper prototype of this application before? \***

☐

Yes

☐

No

**Have you tested (a part of) the full digital prototype of this application before? \***

☐

Yes

☐

No

**Since when do you own an Android phone? \***

☐

A week before the evaluation

☐

A month before the evaluation

☐

Six months before the evaluation

A year before the evaluation

More than a year before the evaluation

## Game behavior

Here, your behavior concerning games is questioned.

**I play games on my smart phone. \***

- ☐ Never
- ☐ Once a month
- ☐ Once a week
- ☐ Once a day
- ☐ More than once a day

**I know applications, not necessarily on smart phones, where I can earn points and badges or achievements. \***

1 2 3 4 5

strongly disagree ☐ ☐ ☐ ☐ ☐ strongly agree

**I use applications, not necessarily on smart phones, where I can earn points and badges or achievements. \***

1 2 3 4 5

Never ☐ ☐ ☐ ☐ ☐ More than once per day

## Environmental characteristics

Questions concerning your environment awareness are posed here.

**I am aware of what noise pollution or noise nuisance is. \***

1 2 3 4 5

strongly disagree ☐ ☐ ☐ ☐ ☐ strongly agree

**I suffer from noise pollution or noise nuisance. \***

- ☐ Never
- ☐ Rarely
- ☐ Occasionally
- ☐ A moderate amount
- ☐ A great deal

**I use applications, not necessarily on smart phones, that have something to do with the environment. \***

1 2 3 4 5

strongly disagree ☐ ☐ ☐ ☐ ☐ strongly agree

**I have ever used an application with which I can measure noise levels. \***

- ☐ Yes  
☐ No

**I have ever used an application with which I can map noise levels. \***

Mapping noise levels is recording sound levels and putting them on a geographical map.

- ☐ Yes  
☐ No

**I think an application to map noise levels is useful. \***

1 2 3 4 5

strongly disagree ☐ ☐ ☐ ☐ ☐ strongly agree

## NoiseMAppR experiences

Your experiences with the NoiseMApp application are questioned here.

**On a scale from 1 (not fun at all) to 5 (very fun), how fun were the features of NoiseMAppR? \***

	1	2	3	4	5
Random Record	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Show Map	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**Why did you choose these scores? \***

Please at least describe why you chose the highest score and the lowest score.



**On a scale from 1 (not challenging at all) to 5 (very challenging), how challenging were the features of NoiseMAppR? \***

	1	2	3	4	5
Random Record	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Show Map	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**Why did you choose these scores? \***

Please at least describe why you chose the highest score and the lowest score.

On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements would increase the enjoyment of using NoiseMAppR. \*

	1	2	3	4	5
Points	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Badges	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Leaderboard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements would motivate me to map more noise levels than I would otherwise. \*

	1	2	3	4	5
Points	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Badges	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Leaderboard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Gamelike features would increase the enjoyment of using NoiseMAppR. \*

1 2 3 4 5

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strongly disagree ☐ ☐ ☐ ☐ ☐ strongly agree

Gamelike features would motivate me to map more noise levels than I did now. \*

1 2 3 4 5

---

strongly disagree ☐ ☐ ☐ ☐ ☐ strongly agree

On a scale from 1 (strongly disagree) to 5 (strongly agree), I agree to following statements. \*

	1	2	3	4	5
NoiseMAppR is fun overall.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
NoiseMAppR makes me feel useful.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
NoiseMAppR has changed my way					

of thinking about  
noise pollution.

## System Usability Scale questionnaire

This (final) part of the questionnaire will help to evaluate the usability of the application.

**On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements. \***

	1	2	3	4	5
I would like to use this application frequently.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The application is unnecessarily complex.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The application was easy to use.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I would need assistance to be able to use the application.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The various functions in the application were well integrated.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
There was too much inconsistency in the application.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I think most people would learn to use this application very quickly.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I think this application is very cumbersome/awkward to use.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I felt very confident using the application.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I needed to learn a lot of things before I could get going with the application.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Verzend nooit wachtwoorden via Google Formulieren.

