Evaluation of the NoiseMApp application

This questionnaire is a follow-up of the evaluation you did of the NoiseMApp 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/iiii ▼
What is your gender? * Male Female
Are you a student? * Yes No
What did/do you study? (highest diploma) *
How regularly were you in Leuven at the time of the evaluation? * I live in Leuven (7 times a week) I work in Leuven (5 times a week) 3 times a week 1 time a week I came especially to Leuven for the evaluation.
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?

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

vironment. *	ot necessarily	on smart phoi	nes, that have s	something to ac	with the
	2 3 4 5				
rongly disagree	0000	strongly agree			
nave ever used an	application w	vith which I car	n measure nois	e levels. *	
Yes					
No					
nave ever used an	application w	vith which I car	n map noise lev	/els. *	
apping noise levels i	is recording so	und levels and p	utting them on a	geographical ma	ip.
Yes No					
NO					
hink an applicatio	n to map nois	e levels is usef	ul. *		
1	2 3 4 5				
rongly disagree		strongly agree			
<u> </u>		37 3			
loiseMApp e	xperience	es			
loiseMApp ex	-		a guestioned here	۵	
loiseMApp experiences with	-		e questioned her	e.	
	- n the NoiseMAր	op application are	•		loiseMApp
our experiences with	- n the NoiseMAր	op application are	•		loiseMApp
our experiences with	the NoiseMAp	op application are	now fun were t	he features of N	
our experiences with	the NoiseMAp ot fun at all) t	op application are o 5 (very fun), I	now fun were t	he features of N	5
our experiences with n a scale from 1 (n	the NoiseMAp not fun at all) t	op application are o 5 (very fun), I 2	3	he features of N	5
our experiences with n a scale from 1 (n Random Record Sound Battle	the NoiseMAr not fun at all) t	op application are o 5 (very fun), I 2	3	he features of N	5
our experiences with n a scale from 1 (n Random Record Sound Battle Sound Checkin	the NoiseMAr not fun at all) t	op application are	3	he features of N	5

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 NoiseMApp? *

	1	2	3	4	5
Random Record	0	0	0	0	0
Sound Battle	0	0	0	0	0
Sound Checkin	0	0	0	0	0
Noise Hunt	0	0	0		0
View Profile	0	0	0	0	0
Show Map	0	0	0	0	0

Why did you choose these scores? *

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

1

On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements increased the enjoyment of using NoiseMApp. *

	1	2	3	4	5
Points	0		0		0
Badges	0		(iii)	0	0
Leaderboard	0	0		0	0

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

	1	2	3	4	5
Points					
Badges					

a scale from 1 (str oyment of using N		gly disagree) to 5 (strongly agree), these features increased the seMApp. *					
	1	2	3	4	5		
Random Record	0	0	0	0	0		
Sound Battle	0	0	0	0	0		
Sound Checkin	0	0	<u></u>	<u></u>	0		
Noise Hunt	0	0	0	0	0		
/iew Profile		(0		0		
Show Map	0	0	0		0		
Random Record	1	2	3	<u>4</u>	5		
a scale from 1 (str p more noise leve		, , ,		e features moti	vated me t		
Random Record	<u></u>	(i)	©	0	(i)		
Sound Battle	0	0	0	0	0		
Sound Checkin	0	0	(0	0		
Noise Hunt	0	0	<u></u>	<u></u>	0		
/iew Profile	0	0	0	0	0		
Show Map	0			0	0		
a scale from 1 (str	ongly disagı	ree) to 5 (strong	3	ree to following 4	statemen		
NoiseMApp is fun	(C)	0	0				
NoiseMApp is fun overall. NoiseMApp makes me feel useful.	OO	<u> </u>	6	0	0		
NoiseMApp nakes me feel	OO			••	6		

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.	0	0	0	0	0
The application is unnecessarily complex.	0	6	0	0	0
The application was easy to use.	0	0	0	0	0
I would need assistance to be able to use the application.	0	0	0	(0
The various functions in the application were well integrated.	0	0	0	0	0
There was too much inconsistency in the application.	0	6	0	0	0
I think most people would learn to use this application very quickly.	0	6	0	0	0
I think this application is very cumbersome/awkward to use.	0	6	0	0	0
I felt very confident using the application.	0	0	0	0	0
I needed to learn a lot of things before I could get going with the application.	0	0	0	0	0

Verzenden

Verzend nooit wachtwoorden via Google Formulieren.



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