

16 reacties

[Alle reacties weergeven](#) [Analyse publiceren](#)

Overzicht

Demographics

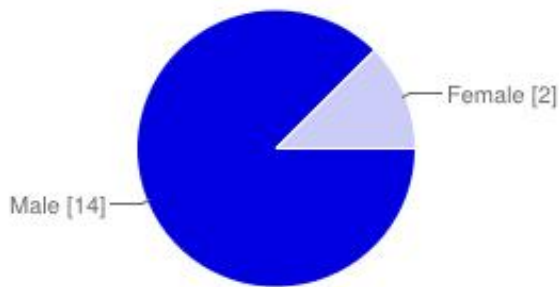
What is your firstname and lastname?

Stijn Bertsché Mathias Cuypers Shao-Chen Yu Niels Lambrigts Pieter Van Riet
Marnik Pardon sven ceuppens Tom Desair Siem Boone Robin De Croon Thijs
Lowette Fran De Cuyper David Robben Julie Stroobants Jeroen De Wolf Frederik
Nijs

When were you born?

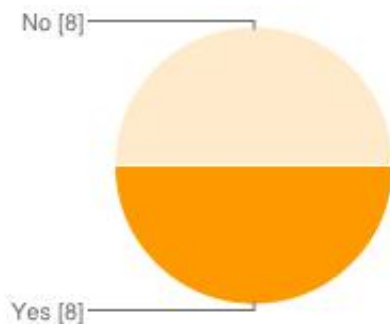
mei 1983	17
sep. 1983	20
jan. 1988	28
jun. 1988	22
aug. 1988	13
okt. 1988	21
dec. 1988	1
apr. 1989	4
jul. 1989	12 27
okt. 1989	3
jan. 1990	16
feb. 1990	24
mrt. 1990	2
aug. 1990	21
aug. 1991	16

What is your gender?



Male	14	88%
Female	2	13%

Are you a student?

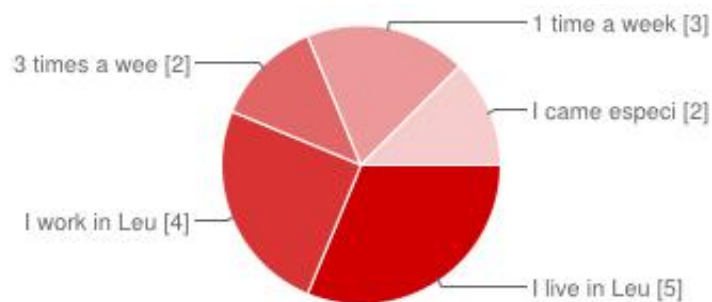


Yes	8	50%
No	8	50%

What did/do you study? (highest diploma)

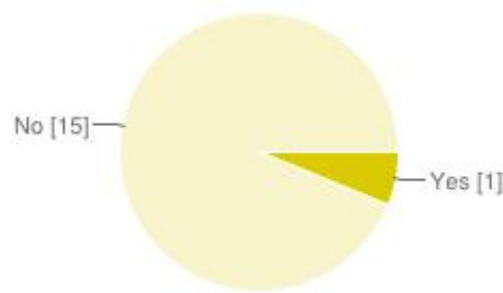
Master Culturele Studies Chemical Engineer bachelor computer science Master in Engineering: Computer Science Master of Chemical Engineering PhD Engineering
Comparative Literature Ingenieurswetenschappen - Computerwetenschappen
Informatica Bachelor Ingenieurswetenschappen - computerwetenschappen Master of Science in Engineering: Computer Science Master CW engineering Master Communications/ICT Criminology master

How regularly were you in Leuven at the time of the evaluation?



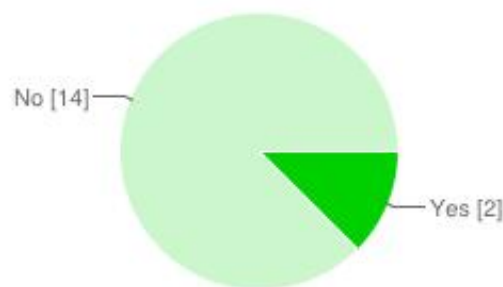
I live in Leuven (7 times a week)	5	31%
I work in Leuven (5 times a week)	4	25%
3 times a week	2	13%
1 time a week	3	19%
I came especially to Leuven for the evaluation.	2	13%

Have you tested the paper prototype of this application before?



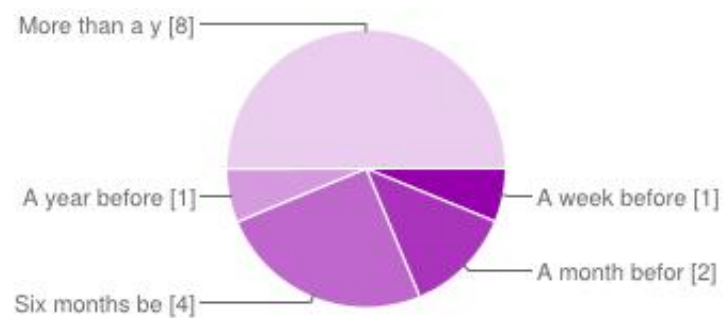
Yes	1	6%
No	15	94%

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



Yes	2	13%
No	14	88%

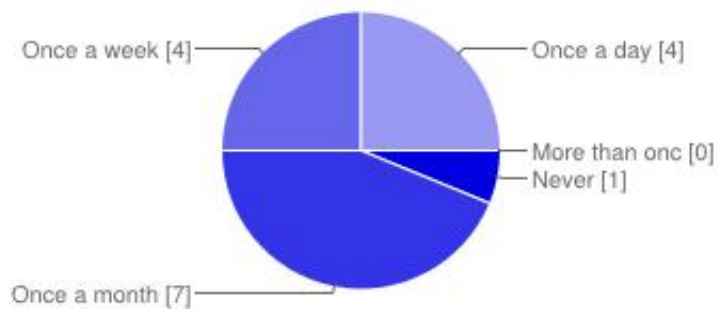
Since when do you own an Android phone?



A week before the evaluation	1	6%
A month before the evaluation	2	13%
Six months before the evaluation	4	25%
A year before the evaluation	1	6%
More than a year before the evaluation	8	50%

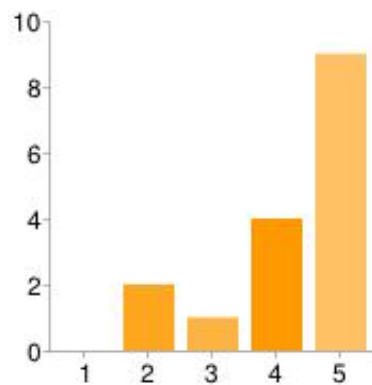
Game behavior

I play games on my smart phone.



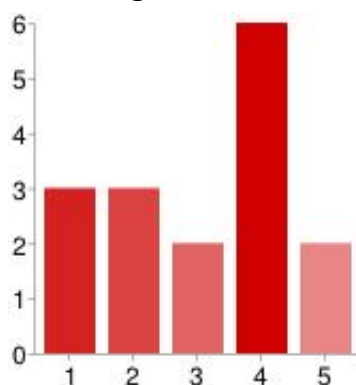
Never	1	6%
Once a month	7	44%
Once a week	4	25%
Once a day	4	25%
More than once a day	0	0%

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



1	0	0%
2	2	13%
3	1	6%
4	4	25%
5	9	56%

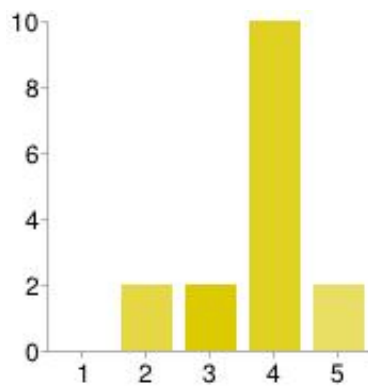
I use applications, not necessarily on smart phones, where I can earn points and badges or achievements.



1	3	19%
2	3	19%
3	2	13%
4	6	38%
5	2	13%

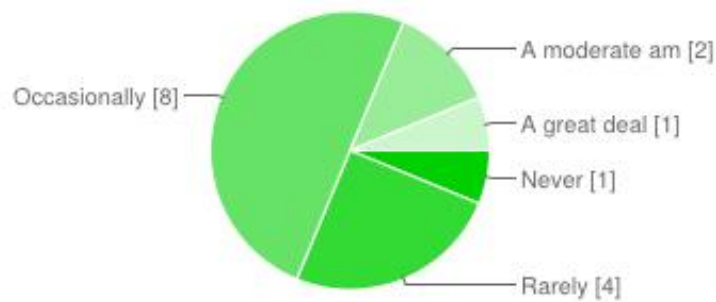
Environmental characteristics

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



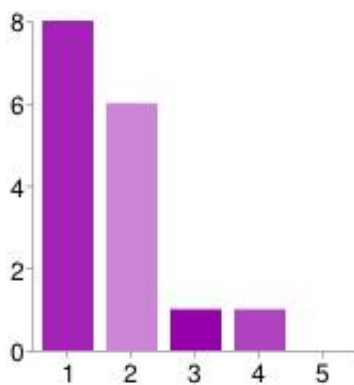
1	0	0%
2	2	13%
3	2	13%
4	10	63%
5	2	13%

I suffer from noise pollution or noise nuisance.



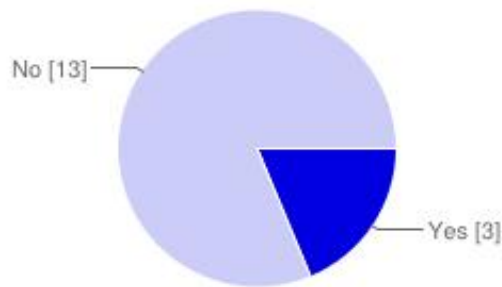
Never	1	6%
Rarely	4	25%
Occasionally	8	50%
A moderate amount	2	13%
A great deal	1	6%

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



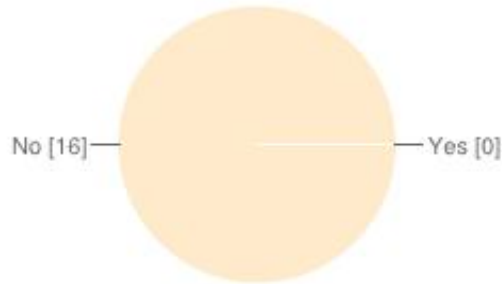
1	8	50%
2	6	38%
3	1	6%
4	1	6%
5	0	0%

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



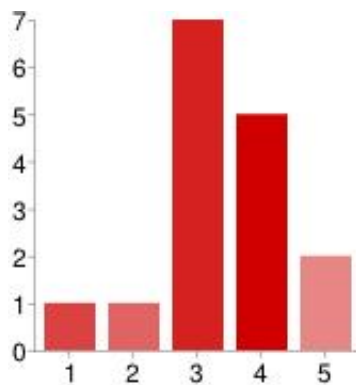
Yes	3	19%
No	13	81%

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



Yes	0	0%
No	16	100%

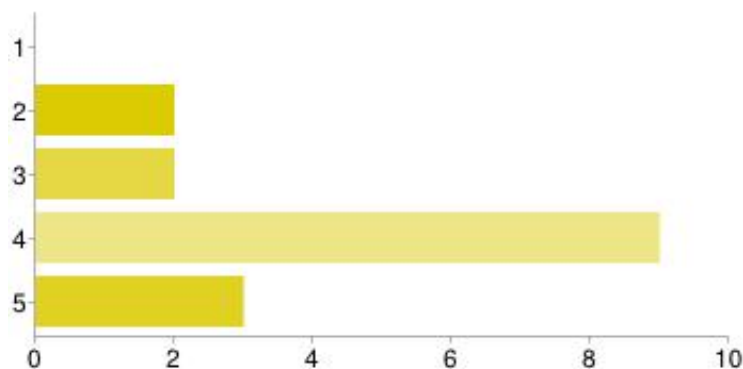
I think an application to map noise levels is useful.



1	1	6%
2	1	6%
3	7	44%
4	5	31%
5	2	13%

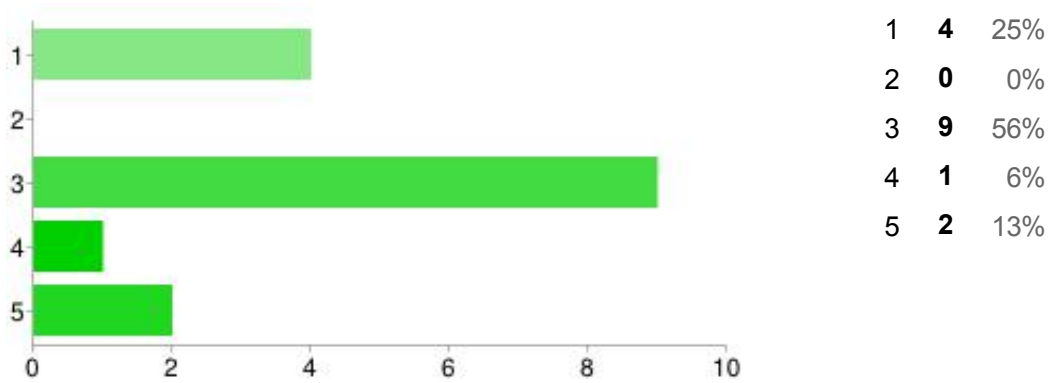
NoiseMApp experiences

Random Record [On a scale from 1 (not fun at all) to 5 (very fun), how fun were the features of NoiseMApp?]

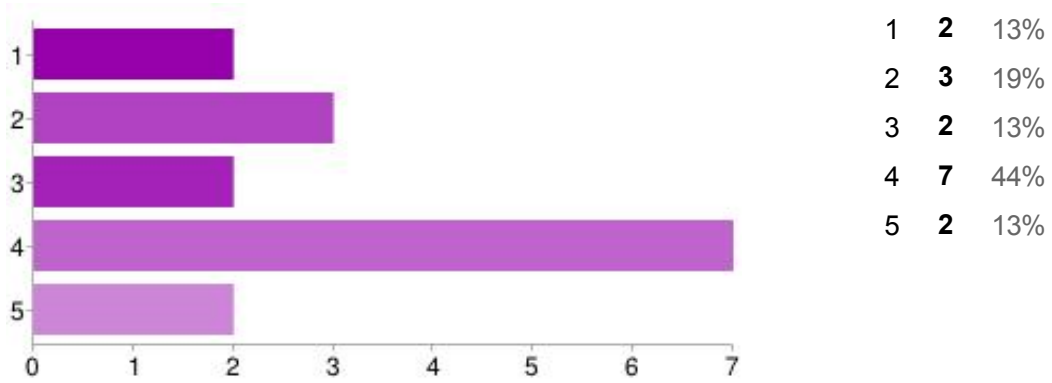


1	0	0%
2	2	13%
3	2	13%
4	9	56%
5	3	19%

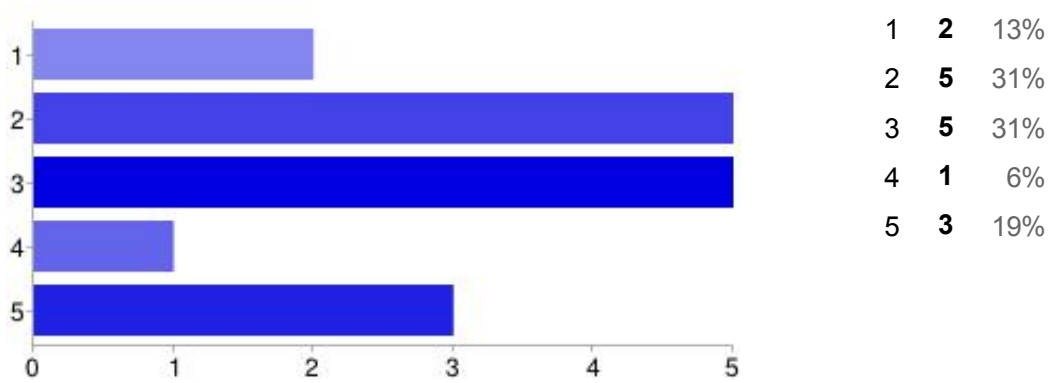
Sound Battle [On a scale from 1 (not fun at all) to 5 (very fun), how fun were the features of NoiseMApp?]



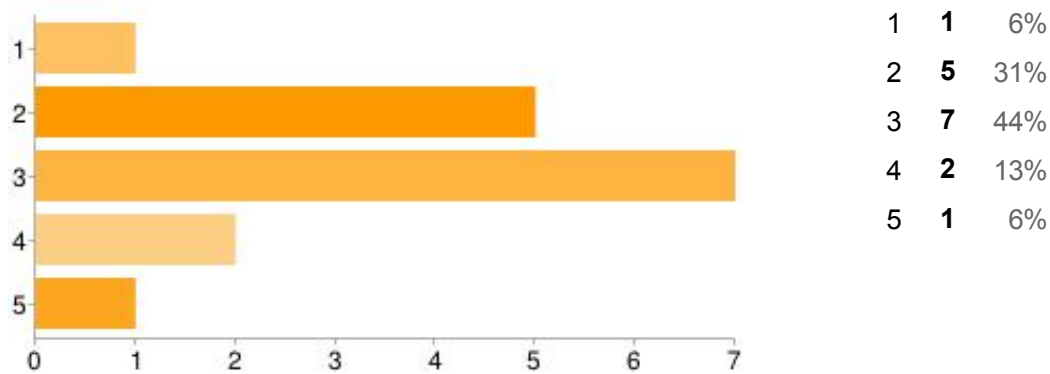
Sound Checkin [On a scale from 1 (not fun at all) to 5 (very fun), how fun were the features of NoiseMApp?]



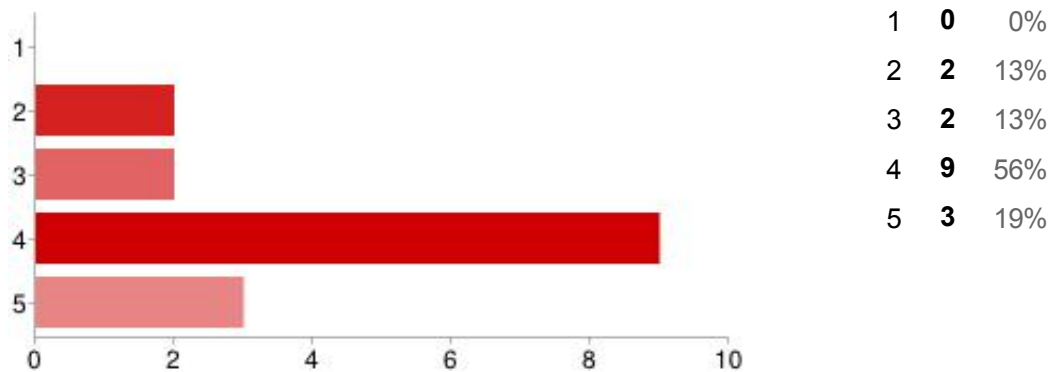
Noise Hunt [On a scale from 1 (not fun at all) to 5 (very fun), how fun were the features of NoiseMApp?]



View Profile [On a scale from 1 (not fun at all) to 5 (very fun), how fun were the features of NoiseMApp?]



Show Map [On a scale from 1 (not fun at all) to 5 (very fun), how fun were the features of NoiseMApp?]



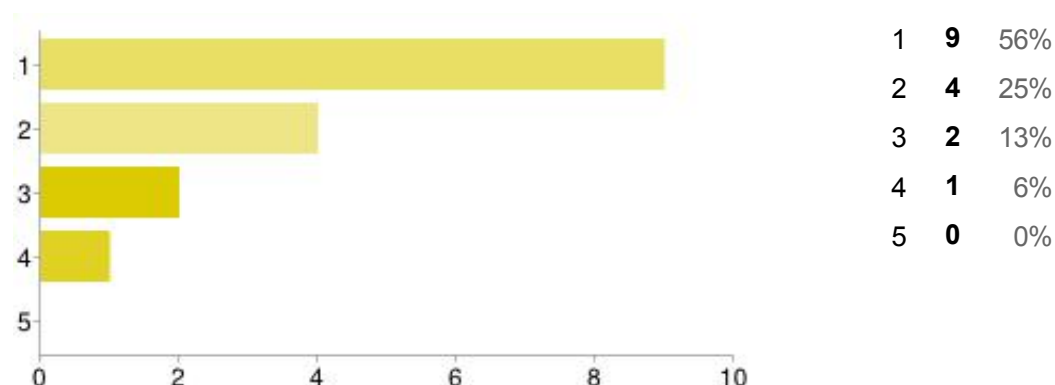
Why did you choose these scores?

High: Sound battle and Noise Hunt: It was nice to be challenged to visit places and try to get as close as possible before recording. Low: Sound Checkin: Checking in at a location did not result in an advantage for the user. It did not notify my friend or it did not tell me that friend are nearby. It gives the same result as Random Record but Random Record is easier and faster to use. Random records are a quick and somewhat funny thing to do and showing the map is sort-of interesting. Sound checkin didn't spark my attention (I certainly don't like the idea of an app randomly knowing where I am and checkins are usually associated with sharing that info with other people on a social network) and sound battles were actually annoying. (Don't know who you're "batteling", don't see any progress of the other party, nobody ever actually finishes a battle, ...) To view a profile was the least interesting thing you could do with the app. It's still interesting, but has not much to do with the game. The games and especially the one with a direct opponent were the most fun.

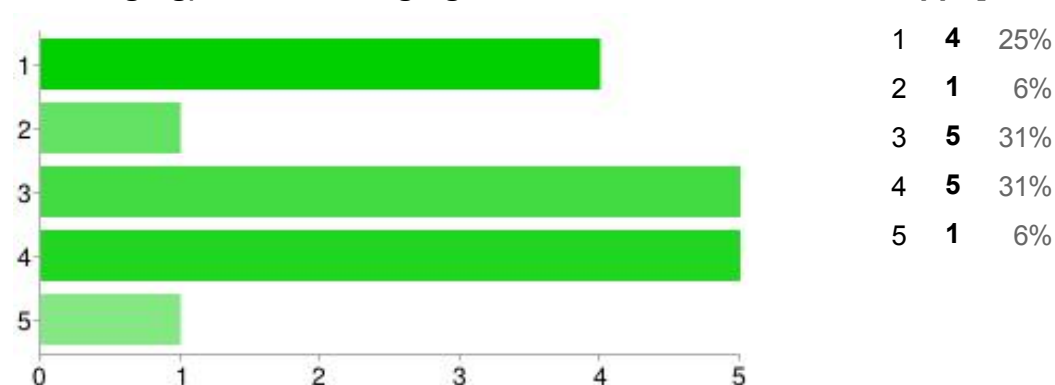
Based on how useful it appeared for the goal of mapping sounds and motivating users to map Highest because I used these the most and were the most easy to start with. The other might have been more fun, but I was not tempted to find this out. This means I gave low scores because I didnt use these functions. Random Record is leuk als je niet veel zin hebt om rond te lopen, op zoek naar plaatsen om geluid op te meten maar het verveelt nogal snel. Wat ik dan interessanter dan random record vind, is de Sound Checkin. Zeker als dit gecombineerd zou worden met foursquare. Sound Battle en Noise Hunt is dan weer interessant als je wel wilt rondlopen en je hebt er nog de mogelijkheid bij om op plaatsen te komen waar je nog niet bent geweest. View Profile is nuttig om een overzicht te geven over

je punten maar daar stopt het wel voor mij. En Show Map is uiteraard boeiend om eens naar te kijken om te zien waar alle 'vervuiling' nu zit. Random Record was just not something I was interested in, I didn't really see the point. The hunt was the most fun, as it made me more aware of the noises in my direct environment. Its fun to see the noise levels in Leuven. Based on potential & user experience. I rarely put a lot of interest in my profile so that was not very useful to me. I'm not sure why I liked Random Record most, but it just was... Random record: You can always do a random record. Sound battle: I was challenged to often not really 'a game' De scores met 5: perfect gevonden! Leuk om te spelen en om bij te dragen aan het opbouwen van een grotere kaart. De scores 3: niet gespeeld wegens te kort in Leuven. I think the information given by the map is very interesting. Note that I did not use sound battle and noise hunt (I did open the features but didn't use them since I couldn't take my gf's phone for too long). As such, scores related to these features are not representative. I didn't use Sound battle or Noise Hunt, Random Record and Sound checkin were fun to see how high noise was around me. +I liked measuring my DB levels and the ease of recording a sound. Even the checkin was an easy passtime when waiting or for killing time. - I wasn't persuaded to go and make an effort to record "random" noises. Maybe the missions improved after the the first one but i never got past it.

Random Record [On a scale from 1 (not challenging at all) to 5 (very challenging), how challenging were the features of NoiseMApp?]

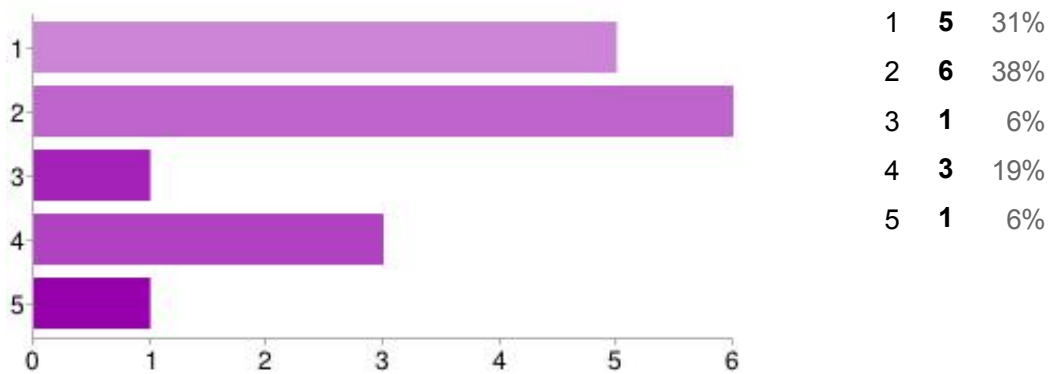


Sound Battle [On a scale from 1 (not challenging at all) to 5 (very challenging), how challenging were the features of NoiseMApp?]

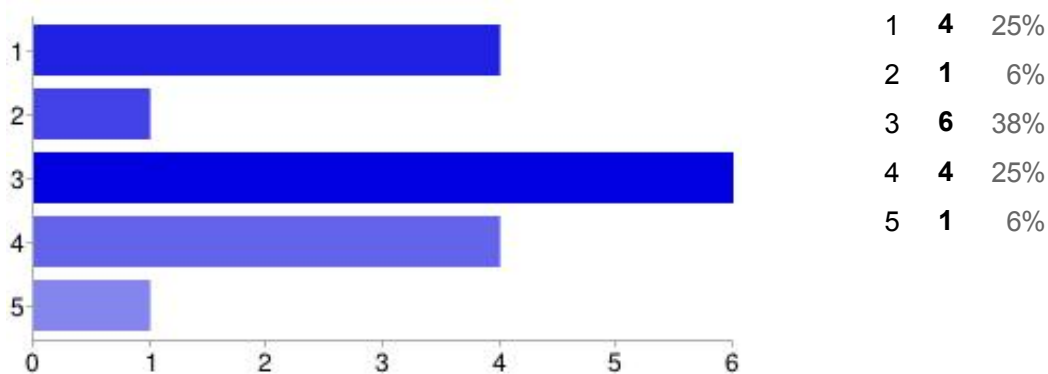


Sound Checkin [On a scale from 1 (not challenging at all) to 5 (very

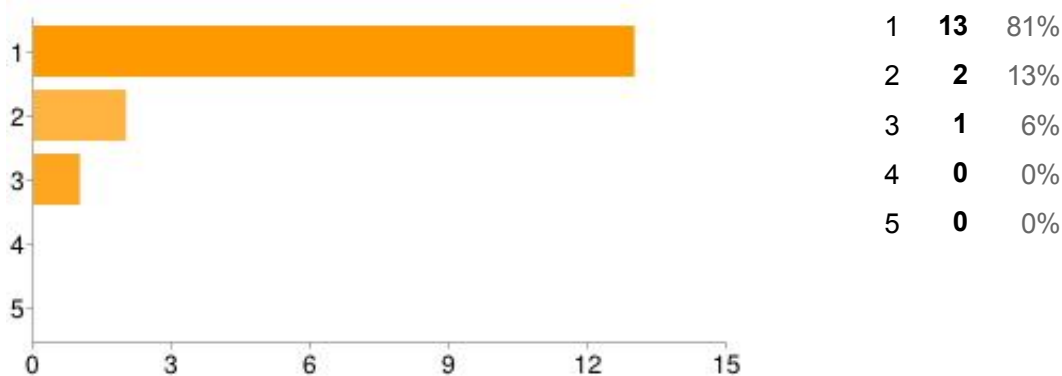
challenging), how challenging were the features of NoiseMApp?]



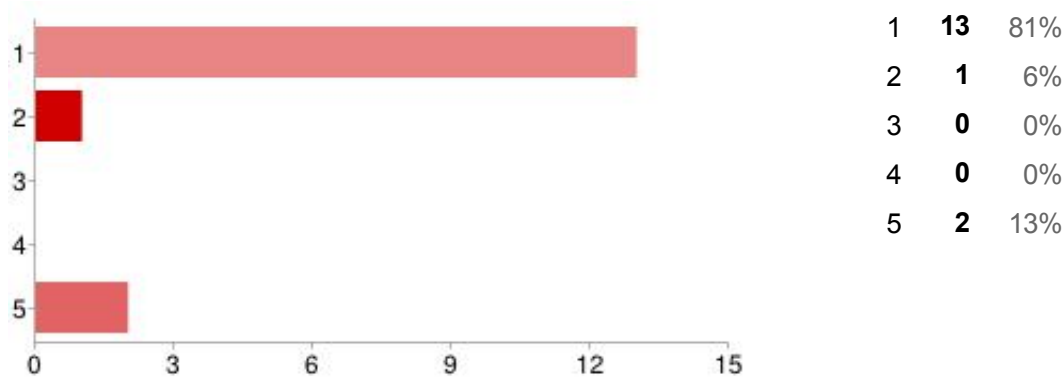
Noise Hunt [On a scale from 1 (not challenging at all) to 5 (very challenging), how challenging were the features of NoiseMApp?]



View Profile [On a scale from 1 (not challenging at all) to 5 (very challenging), how challenging were the features of NoiseMApp?]



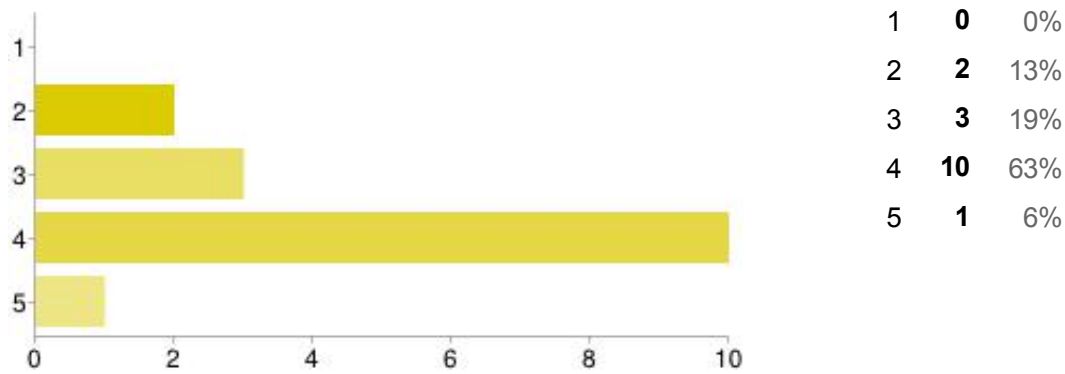
Show Map [On a scale from 1 (not challenging at all) to 5 (very challenging), how challenging were the features of NoiseMApp?]



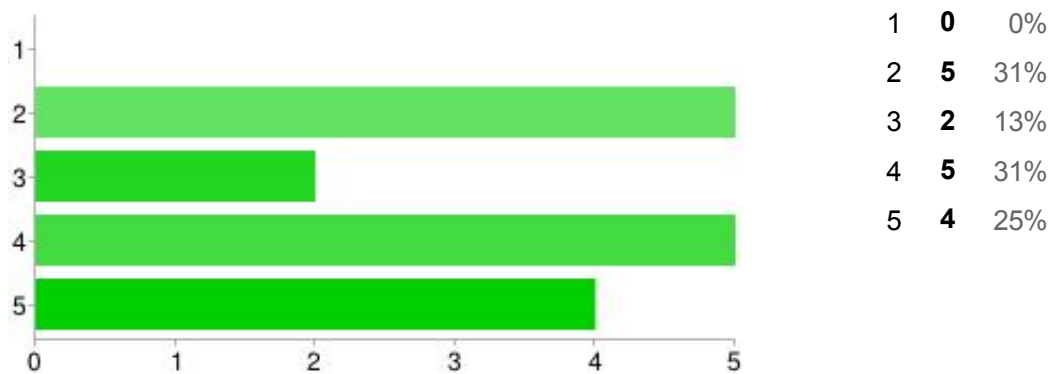
Why did you choose these scores?

The ones which i gave 1 point i didn't use. and the ones I did use weren't that challenging. Based on the amount of effort to earn points Scores 3: niet gespeeld dus eigenlijk geen idee. De andere scores: alles was zeer "gebruiksvriendelijk" dus was het niet moeilijk om de app te ontdekken. The lowest three are obviously not challenging, as they simply require a couple of taps on your screen. The hunt and the battle required the most effort. Based on the possible time I had to invest on the different features. I interpreted challenging as 'difficult to use'. I think all the features are well integrated and easy to use. Highest: I still didn't figure out how to use the sound checkin. Lowest: the buttons exactly say what they do so it's extremely easy to figure out how those features work. I found myself looking a lot at the plotted dots on the map. Checking distances and wondering if there was a way to play the sounds. I know that only the levels are recorded but found myself curious at what people recorded that was so loud (or silent). Op zich hebben Random Record/Sound Checkin/View Profile en Show Map wel hun nut maar ik zou ze niet uitdagend noemen. Sound Battle en Noise Hunt zijn dan weer iets uitdagender omdat je effectief moeite moet doen om je punten voor die features te halen. Same reasons as last question. The higher scores are the ones I used and these were challenging to very challenging. Not my type of game The location is a sound battle were sometimes hard to reach and thus challenging. Random Record could be applied at any place and is thus not challenging. The things were you had to move around (sound battle) were more challenging than something like 'view profile' which you could do anywhere. I didn't see it as a challenge, more as a measurement. It was more challenging to get my gps working for the game I think the difficulty level of the games were quite the same. View Profile and Show Map weren't games, so they weren' really a challenge It's been obvious no?

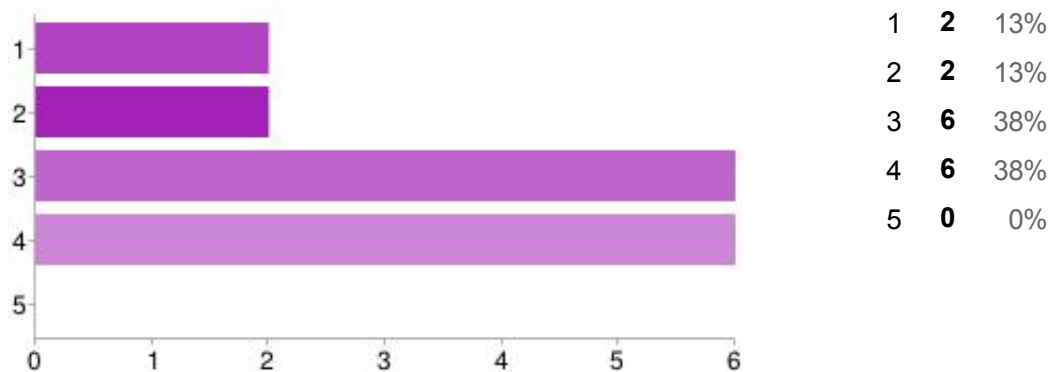
Points [On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements increased the enjoyment of using NoiseMApp.]



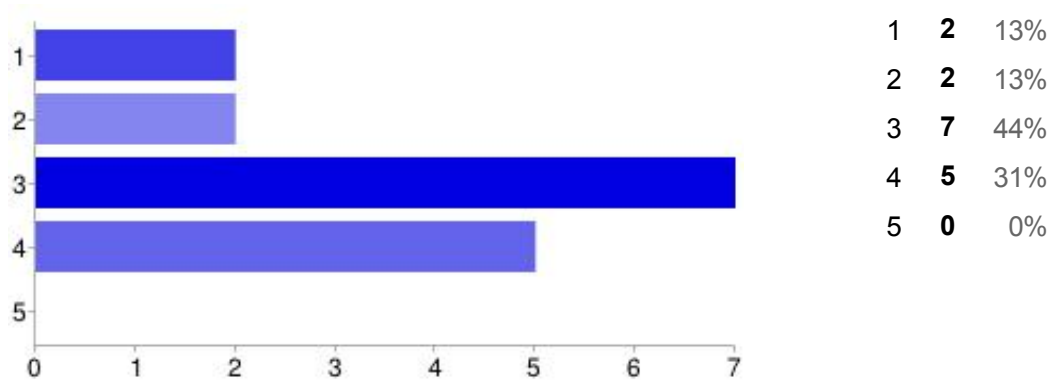
Badges [On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements increased the enjoyment of using NoiseMApp.]



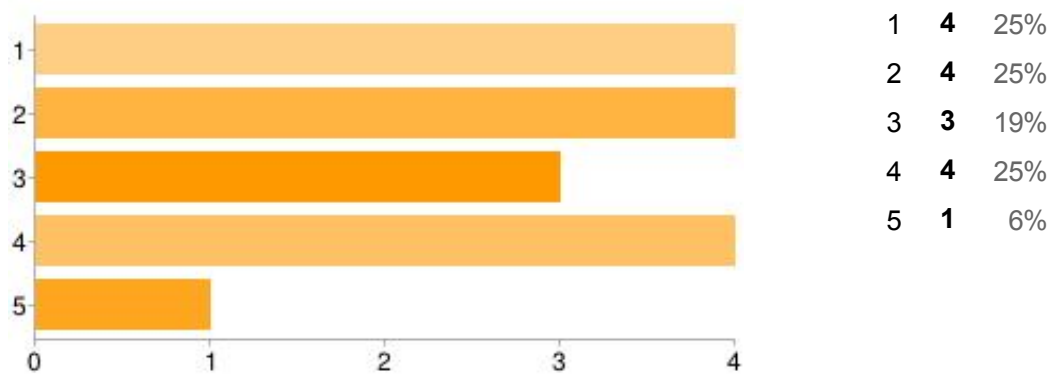
Leaderboard [On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements increased the enjoyment of using NoiseMApp.]



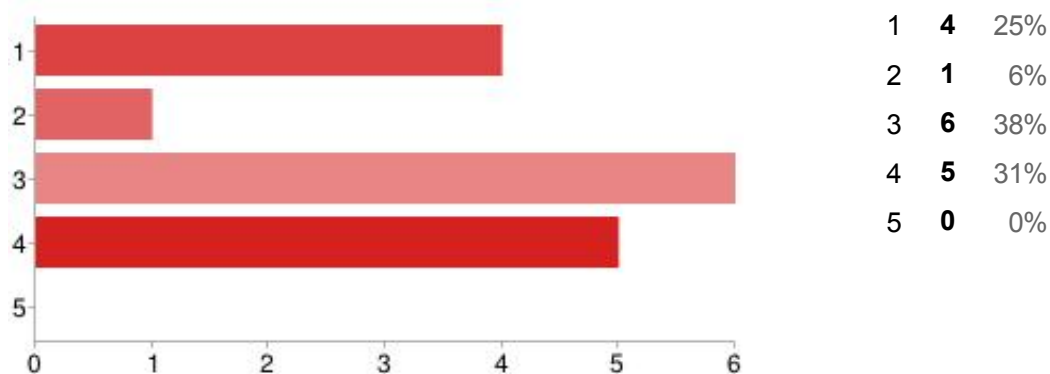
Points [On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements motivated me to map more noise levels than I would otherwise.]



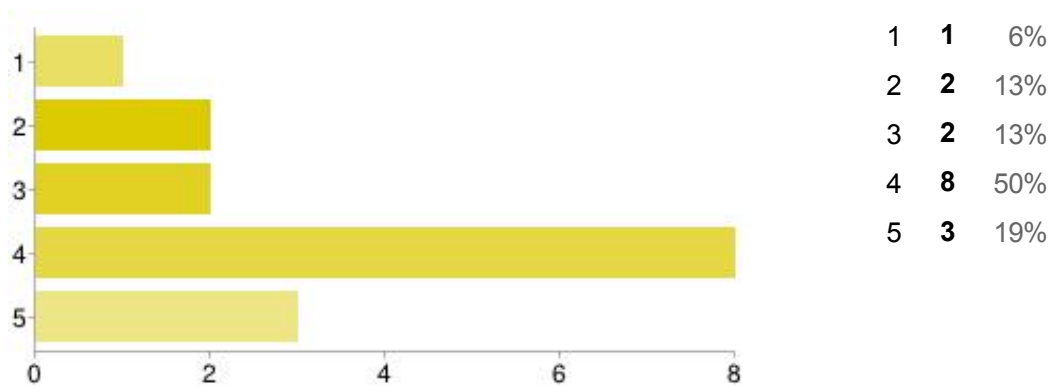
Badges [On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements motivated me to map more noise levels than I would otherwise.]



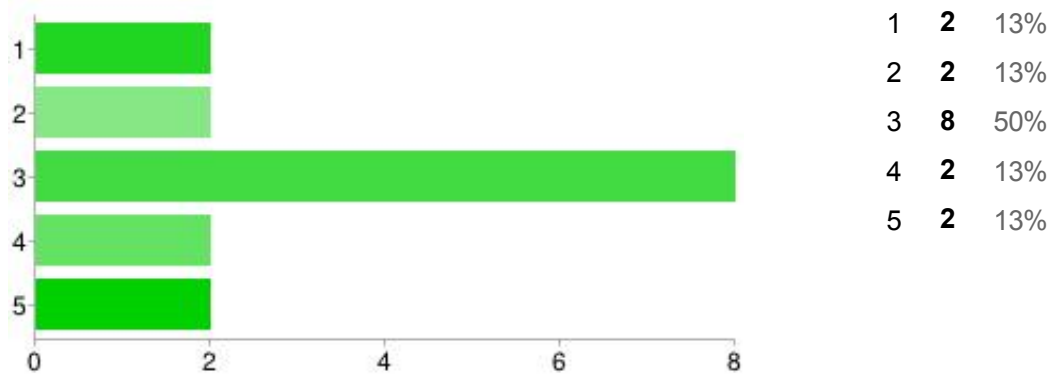
Leaderboard [On a scale from 1 (strongly disagree) to 5 (strongly agree), these game elements motivated me to map more noise levels than I would otherwise.]



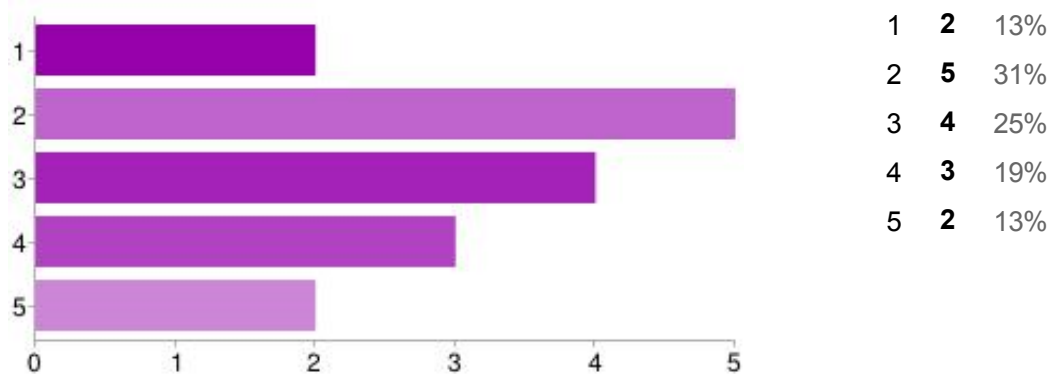
Random Record [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features increased the enjoyment of using NoiseMApp.]



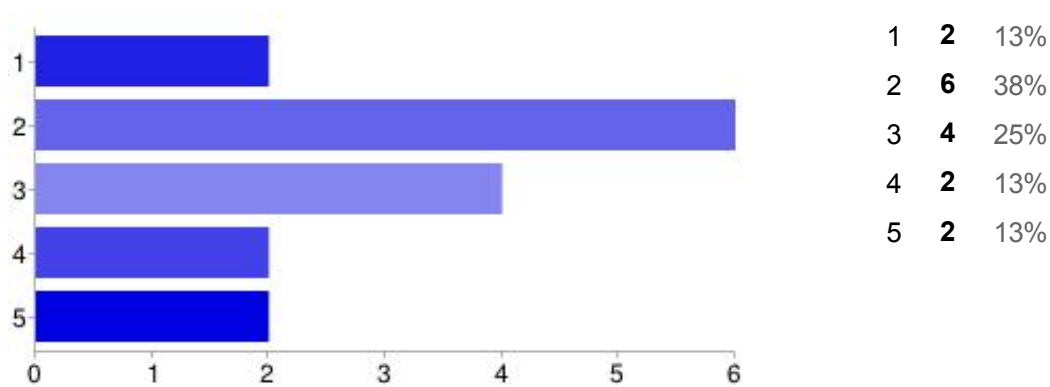
Sound Battle [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features increased the enjoyment of using NoiseMApp.]



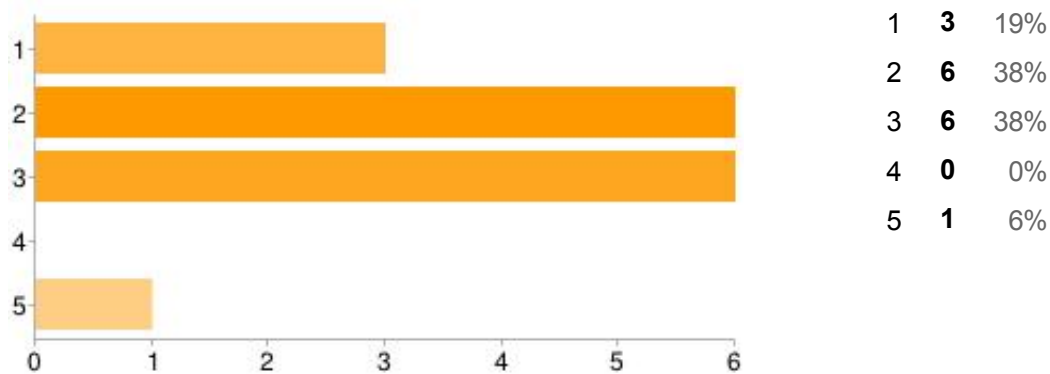
Sound Checkin [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features increased the enjoyment of using NoiseMApp.]



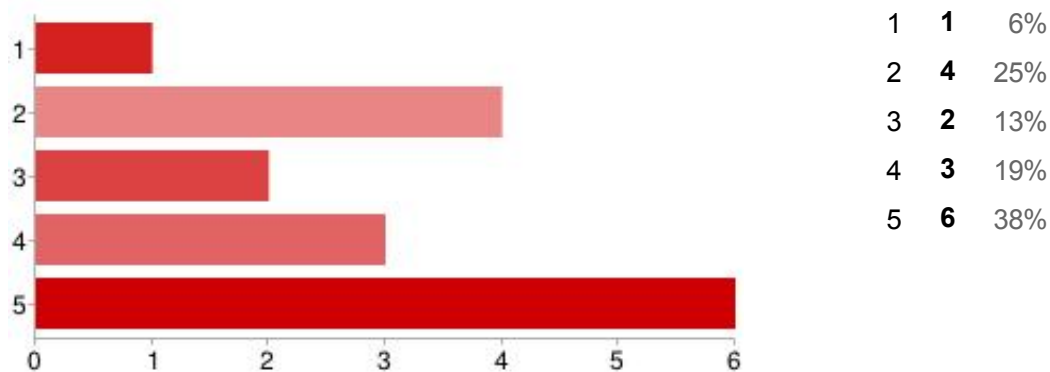
Noise Hunt [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features increased the enjoyment of using NoiseMApp.]



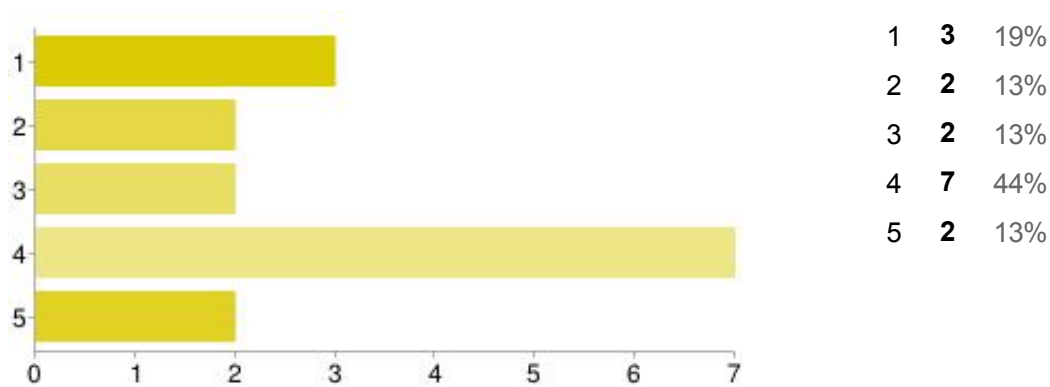
View Profile [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features increased the enjoyment of using NoiseMApp.]



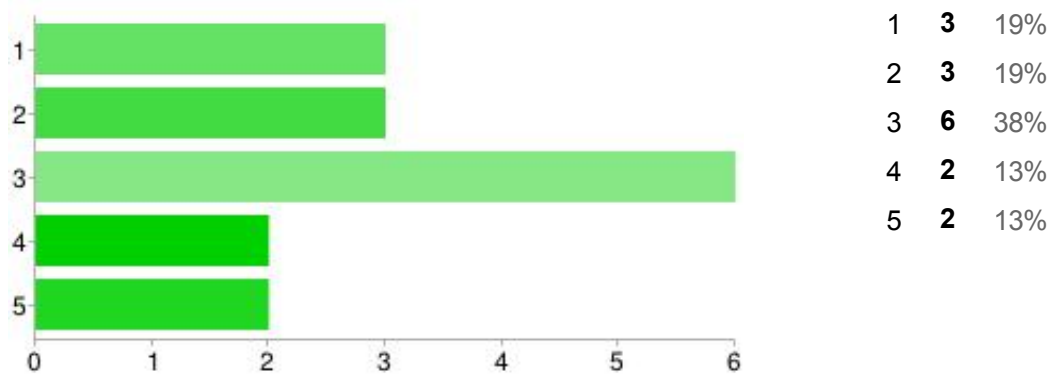
Show Map [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features increased the enjoyment of using NoiseMApp.]



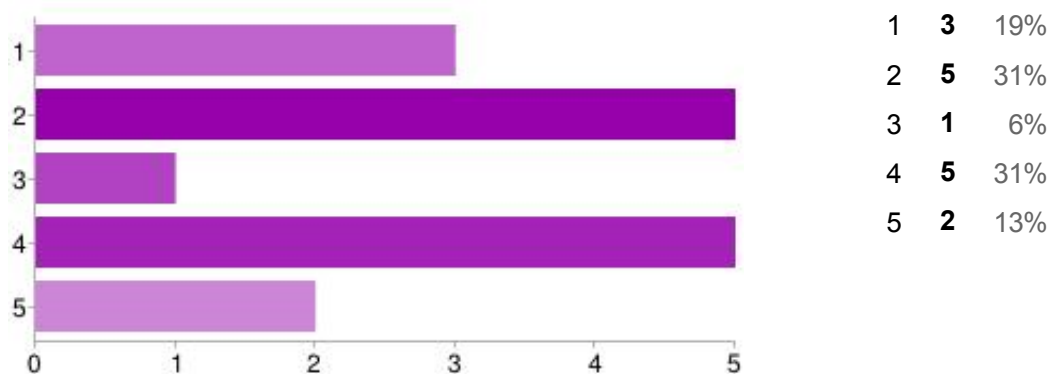
Random Record [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features motivated me to map more noise levels than I would have otherwise.]



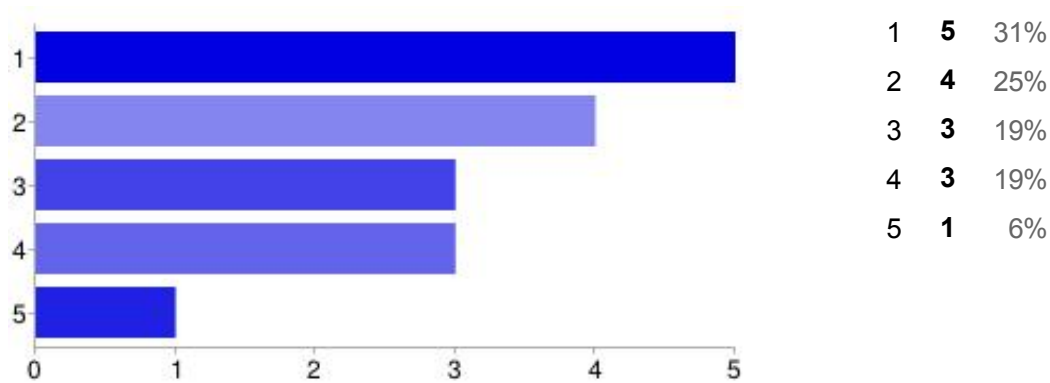
Sound Battle [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features motivated me to map more noise levels than I would have otherwise.]



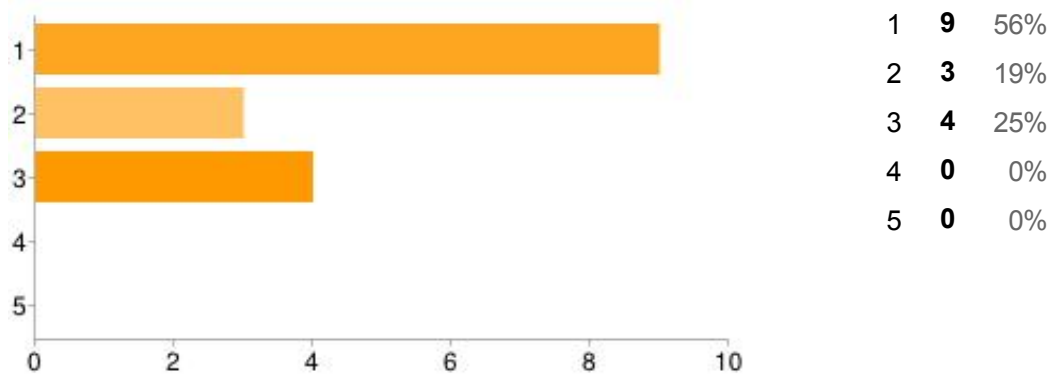
Sound Checkin [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features motivated me to map more noise levels than I would have otherwise.]



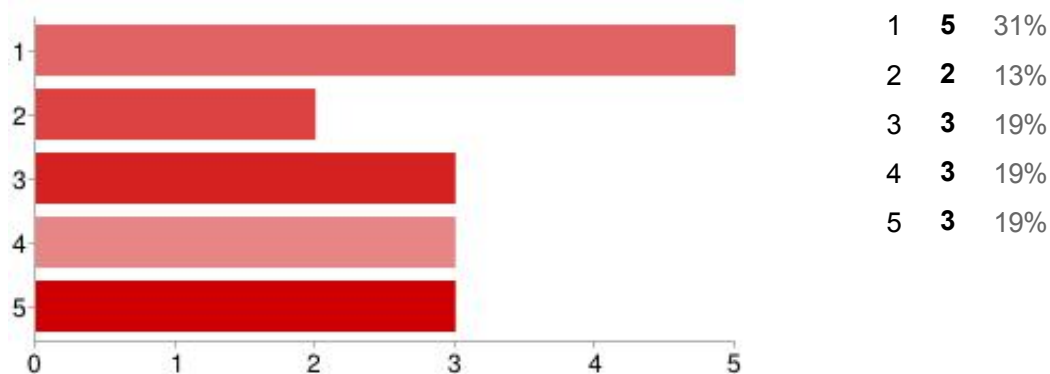
Noise Hunt [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features motivated me to map more noise levels than I would have otherwise.]



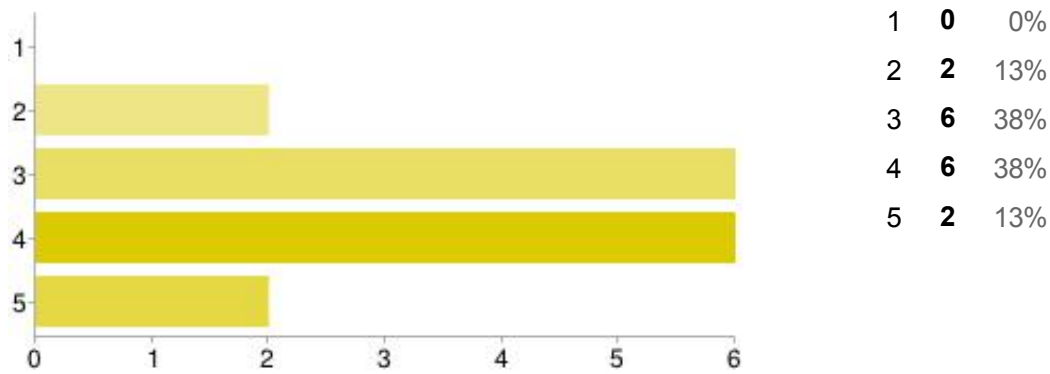
View Profile [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features motivated me to map more noise levels than I would have otherwise.]



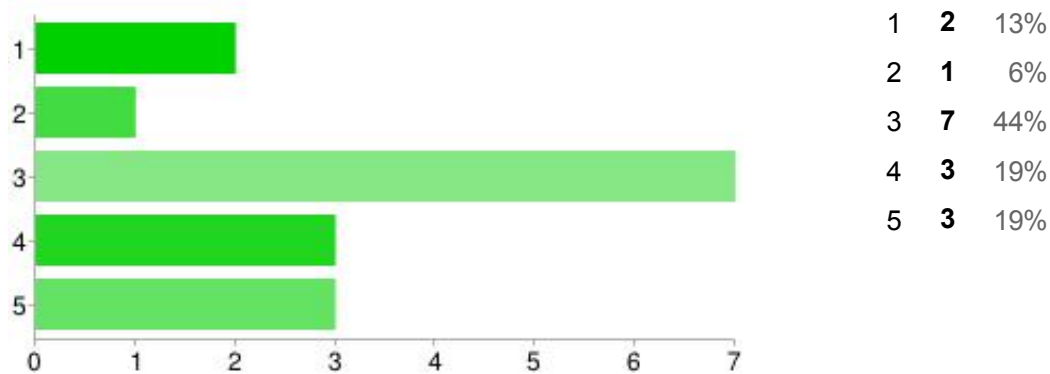
Show Map [On a scale from 1 (strongly disagree) to 5 (strongly agree), these features motivated me to map more noise levels than I would have otherwise.]



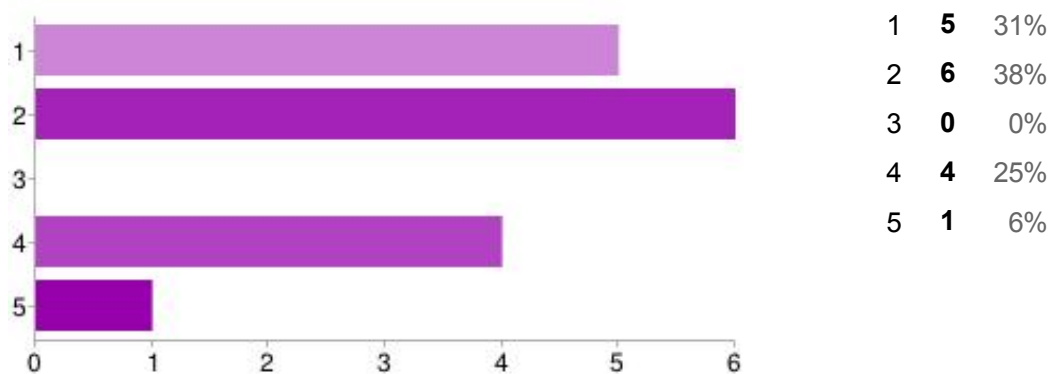
NoiseMApp is fun overall. [On a scale from 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



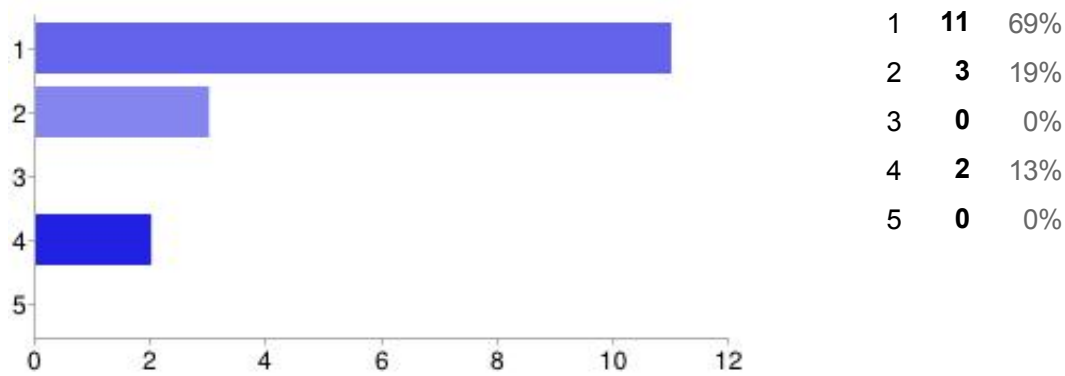
NoiseMApp makes me feel useful. [On a scale from 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



NoiseMApp has changed my way of thinking about noise pollution. [On a scale from 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]

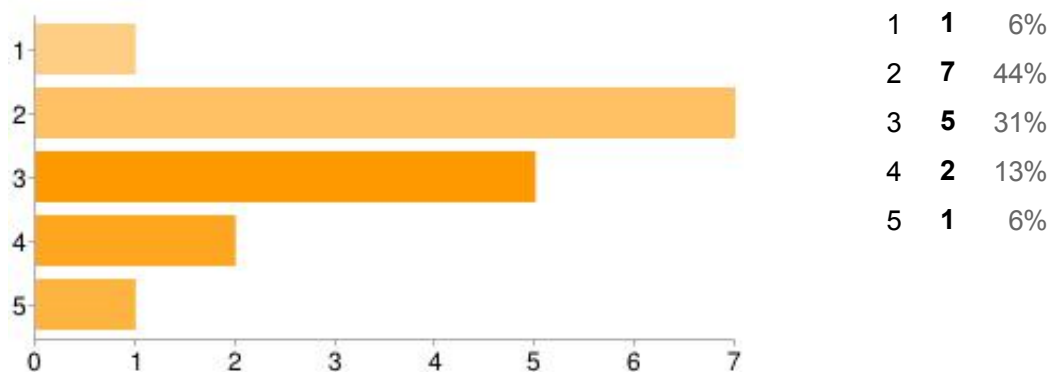


I would prefer not to earn points and badges in NoiseMApp [On a scale from 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]

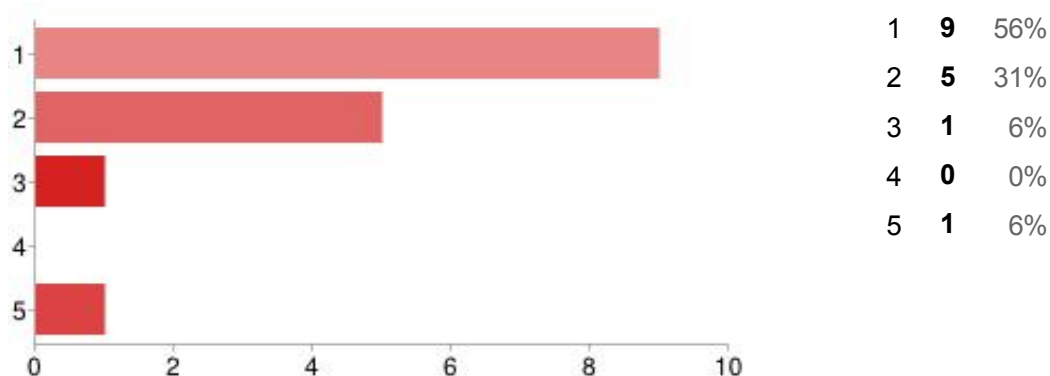


System Usability Scale questionnaire

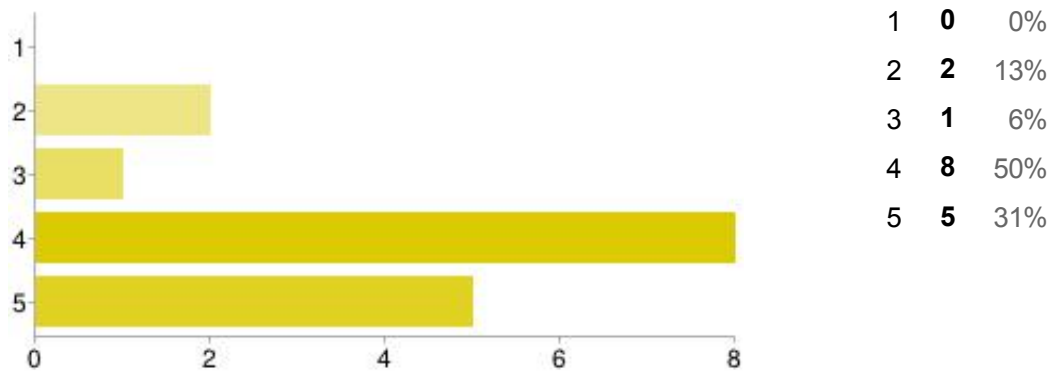
I would like to use this application frequently. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



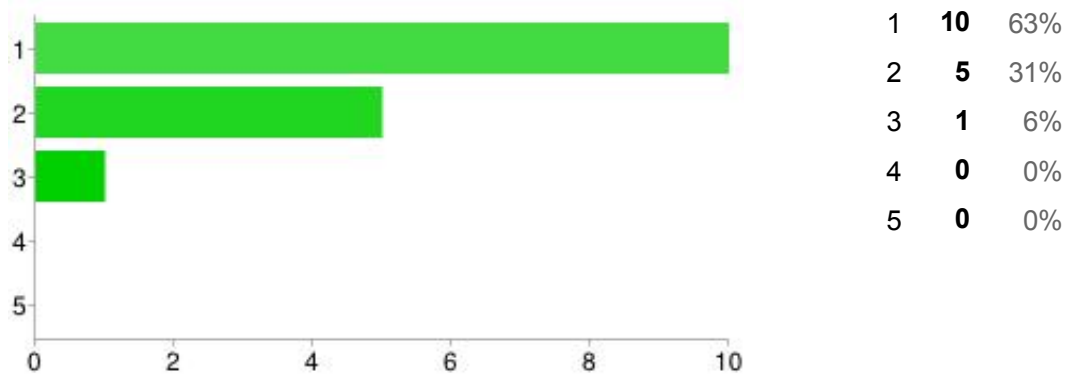
The application is unnecessarily complex. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



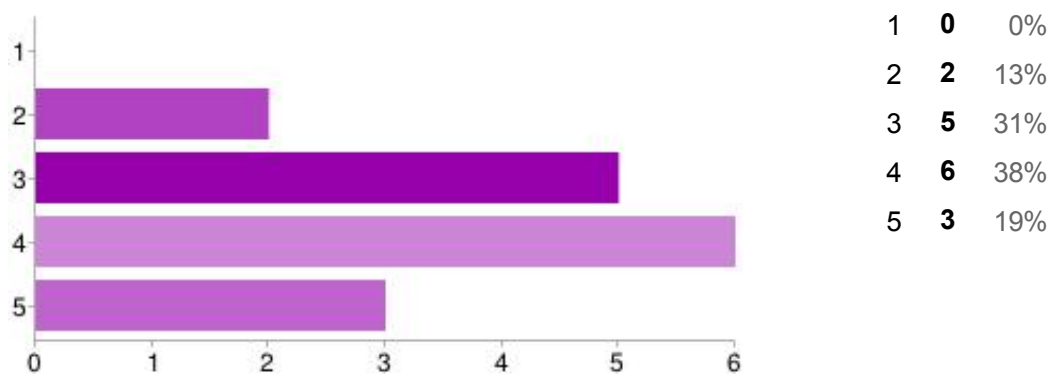
The application was easy to use. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



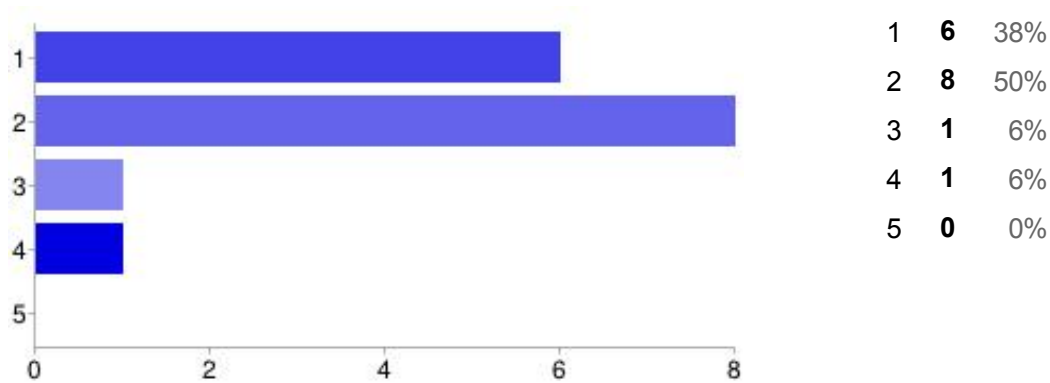
I would need assistance to be able to use the application. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



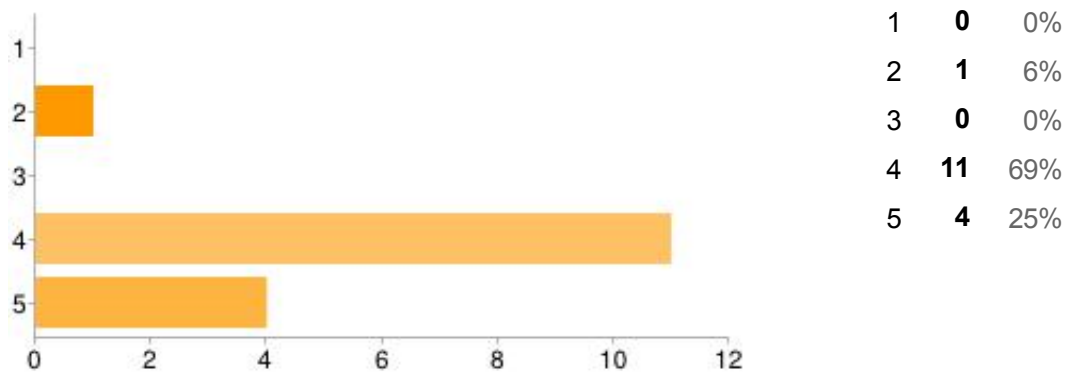
The various functions in the application were well integrated. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



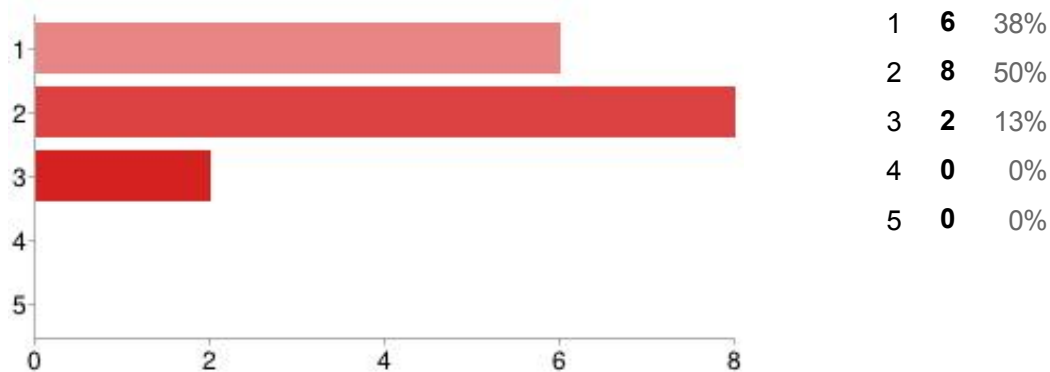
There was too much inconsistency in the application. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



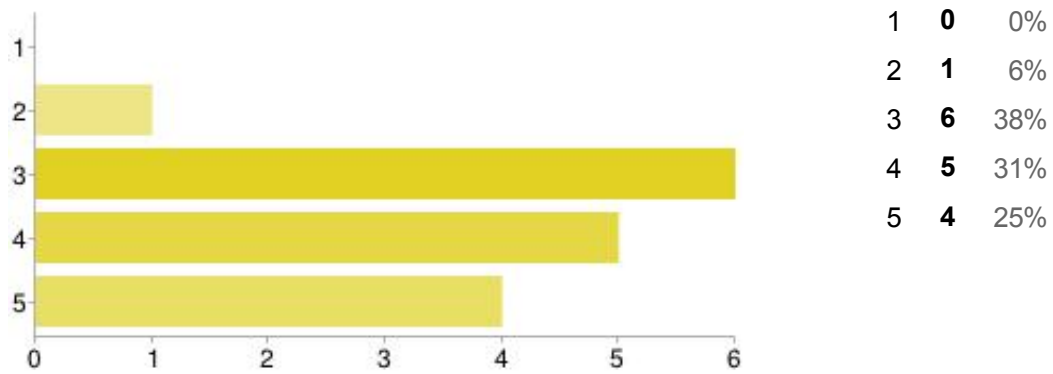
I think most people would learn to use this application very quickly. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



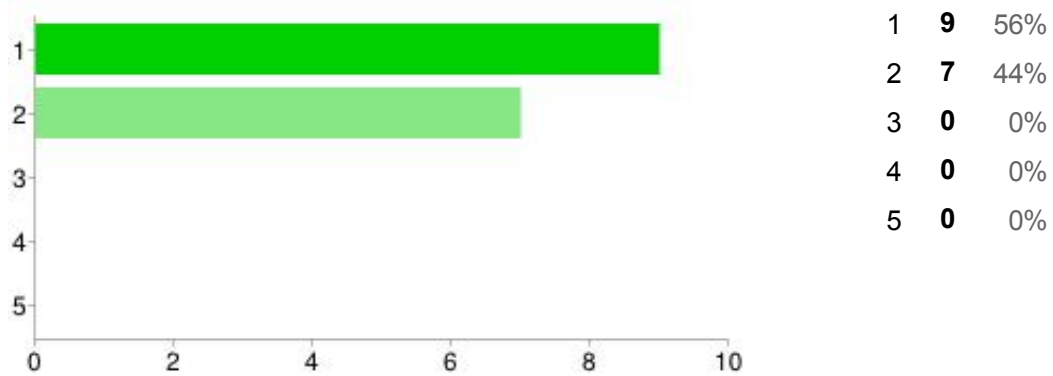
I think this application is very cumbersome/awkward to use. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



I felt very confident using the application. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



I needed to learn a lot of things before I could get going with the application. [On a scale of 1 (strongly disagree) to 5 (strongly agree), I agree to following statements.]



Aantal dagelijkse reacties

