Quantitative Survey

Overview:

This survey is designed to reveal the numerical data flaws in the software. The following questions ask about your purchase choices and decisions made throughout your playing experience.

**Part 1.**

Please play the game three times and fill in each of the following three tables. Each time you play, pause the game at the 5, 10, and 15 year marker to fill in the tables below to the best of your ability. If the game happens to end before one of these time markers then just leave that time segment blank in the table.

Feel free to expand on any ideas or thoughts in the questions below and your participation is much appreciated.

Trial 1

|  | current money | # of fossil fuel plants in use (including nuclear) | # of solar and wind power sources | total # of occurred blackouts | # of ads currently in use | # of public services in use |
| --- | --- | --- | --- | --- | --- | --- |
| 5 min |  |  |  |  |  |  |
| 10 min |  |  |  |  |  |  |
| 15 min |  |  |  |  |  |  |

Trial 2

|  | current money | # of fossil fuel plants in use (including nuclear) | # of solar and wind power sources | ttotal # of occurred blackouts | # of ads currently in use | # of public services in use |
| --- | --- | --- | --- | --- | --- | --- |
| 5 min |  |  |  |  |  |  |
| 10 min |  |  |  |  |  |  |
| 15 min |  |  |  |  |  |  |

Trial 3

|  | current money | # of fossil fuel plants in use (including nuclear) | # of solar and wind power sources | total # of occurred blackouts | # of ads currently in use | # of public services in use |
| --- | --- | --- | --- | --- | --- | --- |
| 5 min |  |  |  |  |  |  |
| 10 min |  |  |  |  |  |  |
| 15 min |  |  |  |  |  |  |

**Part 2.**

Upon finishing playing the game for the third time, please answer the questions below:

1) Did you use the fast forward button? Do you think the time rate of 5 seconds a month is a reasonable speed to play at or not?

2) Were there any **public services** that you never used? If so what were they and why?

3) Were there any **advertisements** that you never used? If so what were they and why?

4) Were there any **power sources** that you did not build? If so what were they and why?

5) Was there any piece of information that was not displayed to you and you thought it should be? If yes, what was it?

6) Were there any items that you did not purchase? Which item(s) and why?

7) Was it challenging to keep up with the power demand of the population?

8) Do you feel the game moved too fast?

9) Did you feel that there were some items that were too easy to purchase? If yes, did this ease of purchase make the game too easy?

10) Did you ever run out of building options to build power sources? If so, which power source(s)?