

Ethics-Aware DecidArch Game Survey

This survey will take around 10 minutes to fill in. There are three groups of questions that need to be answered: about the participant, the game, and the learning and feedback. Responding to this survey helps us understand your experiences with the game. It is worth noting that the answers will be kept anonymous. Thanks for your time.

* Required

About the participant (Page 1 of 3)

Please answer the following questions to proceed further.

1. **Q1:** Which company/organization do you work for? *

2. **Q2:** What is your title/position in the company/organization? *

3. **Q3:** What industry sectors have you worked in? *

4. **Q4:** How many years of experience do you have in the IT industry? *

Mark only one oval.

- ☐ Less than 5
- ☐ 5 - 10
- ☐ 10 - 20
- ☐ More than 20

5. **Q5:** What was your Game Group-ID? *

Enter N/A if you can't remember your Game Group-ID.

6. **Q6:** What was your role during the game? *

Mark only one oval.

- ☐ System users (female member, e.g., Noora)
- ☐ System development organisation (product manager)
- ☐ System development organisation (sponsor)
- ☐ Indirect stakeholders (society X)
- ☐ Indirect stakeholders (Noora's parents)

**About the
game (Page 2
of 3)**

For each statement, choose the option that best describes your level of agreement with the statement.

7. **Q7:** The game made me think about different types of stakeholders whose values need to be considered when making software architectural decisions (especially those who usually be ignored). *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

8. **Q8:** (optional) Are there any additional remarks to your answer?

9. **Q9:** The game made me think about the far-reaching effects of the system on individuals and society from an ethical point of view. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

10. **Q10:** (optional) Are there any additional remarks to your answer?

11. **Q11:** The use of role-playing in the game can be helpful in considering different solutions from different stakeholders' perspectives. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

12. **Q12:** (optional) Are there any additional remarks to your answer?

13. **Q13:** The game made me think about ethical concerns relevant to the system and find a way to address them. *

Mark only one oval.

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral
- ☐ Agree
- ☐ Strongly agree

14. **Q14:** (optional) Are there any additional remarks to your answer?

15. **Q15:** The game stimulated me to express ethical concern(s) that can be caused by the software system. *

Mark only one oval.

- ☐ Strongly agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

16. **Q16:** (optional) Are there any additional remarks to your answer?

17. **Q17:** The templates (i.e., "Decision Preparation Template" and "Decision Taking Template") made me think about the implications of my decisions regarding ethical concerns. *

Mark only one oval.

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral
- ☐ Agree
- ☐ Strongly agree

18. **Q18:** (optional) Are there any additional remarks to your answer?

19. **Q19:** The game made me think about the different needs of each role in relation ^{*} to the system.

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

20. **Q20:** (optional) Are there any additional remarks to your answer?

21. **Q21:** The game made me think broader about different ethical values and different values' priorities. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

22. **Q22:** (optional) Are there any additional remarks to your answer?

23. **Q23:** The game guided me to have my own value(s). *

Mark only one oval.

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral
- ☐ Agree
- ☐ Strongly agree

24. **Q24:** (optional) Are there any additional remarks to your answer?

25. **Q25:** Making decisions to resolve ethical concerns made me think about the options' effects on ethical values (i.e., supporting or undermining them). *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

26. **Q26:** (optional) Are there any additional remarks to your answer?

27. **Q27:** Making decisions in relation to ethical concerns helped me realize the stakeholders' values are interrelated (e.g., contradict each other). *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

28. **Q28:** (optional) Are there any additional remarks to your answer?

29. **Q29:** To make decisions, I had to consider making trade-offs among ethical values. *

Mark only one oval.

- ☐ Strongly agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

30. **Q30:** (optional) Are there any additional remarks to your answer?

31. **Q31:** The design implications motivated me to reason about value trade-offs explicitly. *

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

32. **Q32:** (optional) Are there any additional remarks to your answer?

33. **Q33:** Discussion in the group to make final decisions in relation to ethical concerns helped players make value trade-offs wrt different roles and their values.

Mark only one oval.

- ☐ Strongly Agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly Disagree

34. **Q34:** (optional) Are there any additional remarks to your answer?

**About learning and Feedback
for the game (Page 3 of 3)**

Please answer the following questions to
help us improve the game.

35. **Q35:** What did you learn during the game? *

36. **Q36:** Do you have any feedback or suggestions for improving the game? *

This content is neither created nor endorsed by Google.

