

# Post-test Questionnaire

Please answer each question.

Did you ever feel frustrated when using the prototype? If so, when?

Answer: **Yes, particularly, I think the pictures should be bigger when you drag and drop. I had difficulty trying to grab them with my fingers.**

Did you understand where to press? Or what to drag? If not, which task was that button in?

Answer: **Yes, mostly it was very clear. I didn't have much of a problem.**

Did you feel a particular task was hard to accomplish? Which task was it?

Answer: **Hmm, well, I had a bit of a trouble dragging and dropping pictures. Besides that everything was ok, I guess.**

Did you feel encouraged to improve further in the game or did you just want to complete the level and finish playing?

Answer: **As I got farther, yeah. But wait, we only played 3 levels, right? I enjoyed most of it. I would play more if we had more time.**

Did you care about your score?

Answer: **If I had the chance to play more, I think I would definitely try to improve my score. It would be great if I could see my top score. That way I would challenge myself to improve.**

Did you ever think a certain action during gameplay was unnecessary, what was it?

Answer: **I don't know why we had to wait 10 seconds for pictures to load, that could be improved I guess.**

Do you have any further suggestions to help us improve the game?

Answer: I actually like the game. Besides all I said, my only suggestion is that you could improve the aesthetics a bit. I mean more colors could be better, there is too much text on the screen and it is boring to read.