

Post-test Questionnaire

Please answer each question.

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

Answer:

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

Answer:

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

Answer:

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

Answer:

Did you care about your score?

Answer:

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

Answer:

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

Answer: