

Questionnaire for the Test of the Game Design

* Required

Information of Participants

1. Birth Date

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Example: December 15, 2012

2. Gender

Mark only one oval.

☐ Female

☐ Male

3. Education Background

(eg. Bachelor in Mechanical Engineering)

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4. Are you interested in online games? *

Mark only one oval.

- ☐ I like online games and play regularly.
- ☐ I like online games but play rarely.
- ☐ I have tried online games but I don't like it.
- ☐ I have never experienced an online game before.

5. Do you like tower defense games? *

(eg. Plants vs Zombies)

Mark only one oval.

- ☐ Yes I like them.
- ☐ Sometimes I play them but I can't say I like them very much.
- ☐ No, I don't like them.
- ☐ I don't know what's tower defense.

6. Do you know what a wind turbine is? *

Mark only one oval.

- ☐ No, I have no idea about what it is.
- ☐ Yes, I know what is a wind turbine but I am not sure about its inner working.
- ☐ Yes, I have an in-depth knowledge of wind turbines.

7. **Have you ever experienced MOOC (or something similar)? ***

A massive open online course (MOOC /mu:k/) is an online course aimed at unlimited participation and open access via the web.

Mark only one oval.

- ☐ Yes, I have experienced more than 3 MOOC learning procedures.
- ☐ Yes, but not too many times.
- ☐ No, but I know what it is.
- ☐ No, I don't what MOOC is.
- ☐ Other:

8. **Do you want to experience an educational mini game after the theoretical study of the background knowledge? ***

Mark only one oval.

	1	2	3	4	5	
No	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Yes

9. **If you need to play an educational game, what would be your motivation behind playing such a game? ***

Mark only one oval.

- ☐ To gain a better understanding of the knowledge.
- ☐ To have some fun at the end of a long day.
- ☐ For both reasons.
- ☐ Actually I don't want to try it.
- ☐ Other:

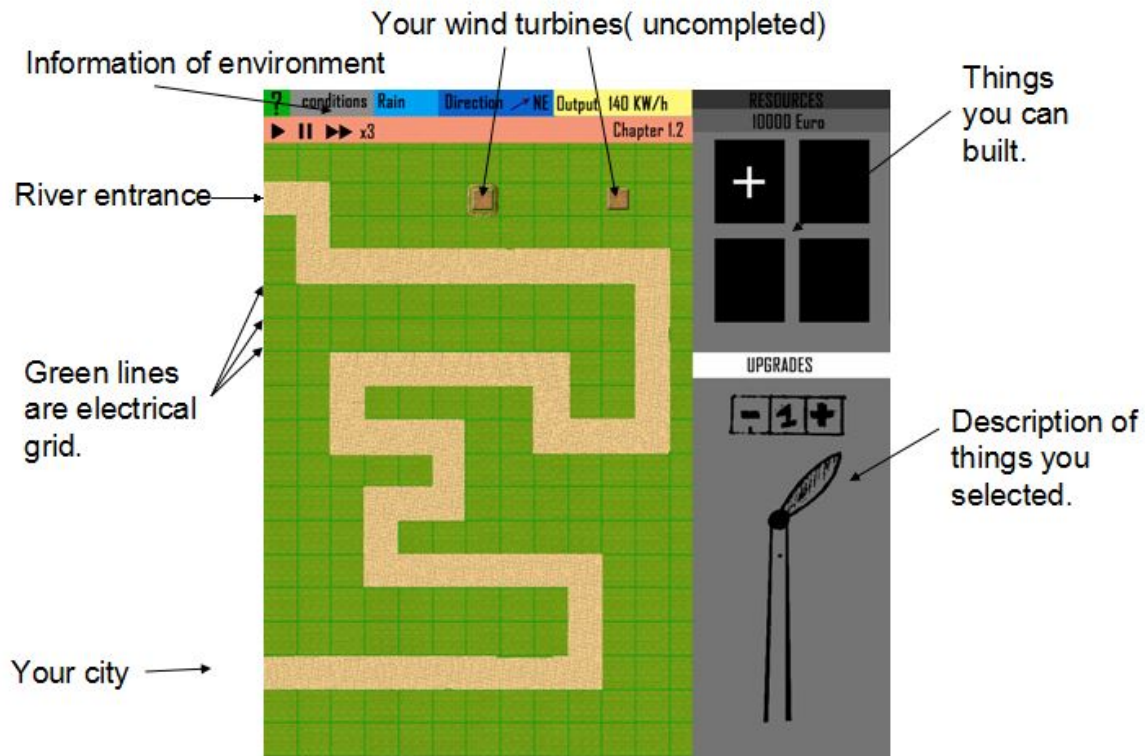
Description of current game concept.

This game is aimed at students following the Massive Open Online Course (MOOC) of Wind Energy of the TU Delft. The aim of the game is to help teach students about the basics of Wind Energy while remaining entertaining. The reason a game is created for this is to help retain more students than the usual low amount of students that manage to finish the course.

The objective of the game is to prevent a city from flooding. A city is threatened by an overflowing river and the player has to get rid of the excess water by pumping it out of the river. In order to do this, he /she has to connect pumps to the electrical grid. The power on the grid is generated by wind turbines which the player has to design and place in order to efficiently power up his pumps. The power is distributed from the turbines to the pumps and the amount of power it receives determines its performance.

The way you build your wind turbine, which is based on your knowledge about wind turbines, will affect the amount of power you get from it, then this will finally how much water you can pump out from the river.

Sketch of the game interface



10. **Do you find the above description clear? ***

We know it is impossible to imagine and understand everything in the game now.
However, we hope you can grasp the basic/general concept of this game.
Mark only one oval.

	1	2	3	4	5	
I am totally confused	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I can imagine what this game will be

11. **Do you feel this game mechanism is easy to understand? ***

Mark only one oval.

	1	2	3	4	5	
It seems too complicated to me. I need time to learn how to play.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	It's easy for me to handle such a game.

12. **A small tutorial will introduce the game. How long would you be willing to spend on it? ***

Mark only one oval.

- ☐ Less than 10 seconds
- ☐ Around 10 seconds
- ☐ A detailed tutorial that would last a few minutes.
- ☐ Tutorials are annoying. I want to explore the game by myself.
- ☐ Other:

13. **How long are you willing to spend on such an educative mini-game? ***

Mark only one oval.

- ☐ Several minutes.
- ☐ Between ten and twenty minutes.
- ☐ More than half an hour.
- ☐ Other:

14. **Do you want to see a score which represents your performance after you play? ***

Mark only one oval.

- ☐ Yes this will encourage me to continue this game.
- ☐ No, I don't like scores.
- ☐ It doesn't matter. I don't care scores when I am playing a game.

15. **What kind of visual style do you prefer for this game? ***

Mark only one oval.

- ☐ 2D game
- ☐ 3D game
- ☐ I have no opinion.
- ☐ Other:

16. **If this game is divided in to multiple episodes and each of them is put between chapters of the online course, and you need to finish the required chapter before you start to play the next episode of this game, will you continue playing it? ***

Mark only one oval.

- ☐ Yes, and this will encourage me to continue the course!!!
- ☐ No, this will reduce my interest. I won't play following episodes if you do so.
- ☐ I am not sure...

17. **Do you want the game starts with a simple mechanism and few knowledge become gradually complicated with more components in later chapters? ***

Mark only one oval.

- ☐ It sounds good for me.
- ☐ I don't like this idea.
- ☐ I am not very sure.
- ☐ Other:

18. **If you were not able to win a level in the game, would you? ***

Mark only one oval.

- ☐ Try again until you make it.
- ☐ Go through the explanatory material about wind turbines and attempt again.
- ☐ Quit the game.

19. **If hints are provided after you build a wind turbine to help you design a better wind turbine or tell you your wind turbine designs are great, will you like it? ***

Mark only one oval.

- ☐ No, hints are boring and would kill the game experience.
- ☐ Yes, I want the feedback of my performance.
- ☐ I think hints are helpful but should only be provided upon request.
- ☐ Other:

20. **Please give us an overall score to show how you think about our game design. :)**

It is not compulsory.

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Not good	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Good

21. **Do you want to experience this game and help us to improve it? If you want to join the later test of this game, please leave your E-mail address here.**

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22. Do you have any good idea about this game or any suggestion for this questionnaire?

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