**Method of Evaluation Draft**

* The method of evaluation will be a survey between family, friends, and peers. The reason for this is because it contains a mix of those who play or are familiar with the game and people who aren’t. Although it is a small sample to evaluate from it is the best method to due to the size of project and timeframe.
* The aim will be to have a survey roughly by the end of the month and this will consist of all visualisations but for a specific region.
* Where then hopefully a week or 2 later there can be another similar survey and this will be done to see how effective changes were after the initial feedback

**Questions**

1. Have you played League of Legends before or are familiar with the game?
2. Have you previously looked at any sort of data covering the LoL eSports scene?
3. Which team has the biggest gold difference lead within the first 20 minutes?
4. Looking at the top lane gold difference visualisation which team has the biggest lead within the first 15 minutes?
5. Looking at the jungle gold difference visualisation which team has the biggest lead within the first 15 minutes?
6. Looking at the mid lane gold difference visualisation which team has the biggest lead within the first 15 minutes?
7. Looking at the bot lane gold difference visualisation which team has the biggest lead within the first 15 minutes?
8. Looking at the support gold difference visualisation which team has the biggest lead within the first 15 minutes?
9. On average how long did it take to find the answers to the questions regarding gold difference?
10. Order the 5 visualisations covering gold difference in each lane from best to worst.
11. Were the visualisations clear to understand? **Likert scale** list all lanes for rows
12. Is there anything you would like to add about these 5 visualisations that you think needs to be changed/improved? **Comment Box**
13. Which team has the most kills in the spring season and summer season?
14. Which team averages the most kills in the spring season and summer season?
15. Do teams’ visualisations match the results for the season?
16. Are there any teams where the visualisations and standings in the season show different results?
17. How was the layout/presentation of the visualisation, what should be improved? **Comment Box**

* The first two questions are to differentiate between users that are or aren’t familiar with the game. And this can be useful when evaluating aim 1 of the project where the results that may show patterns between the two groups will identify areas that are weak.
* Questions 9-12 are to determine whether aim 1 of the project is being met or what is needed to achieve it. They also determine whether aim 2 of identifying differences of team’s strengths and weaknesses are met.

How will you use the right / wrong answers to indicate whether your solution is good or bad, for example, if you do not manage to get a second set of feedback completed? Not sure about this yet