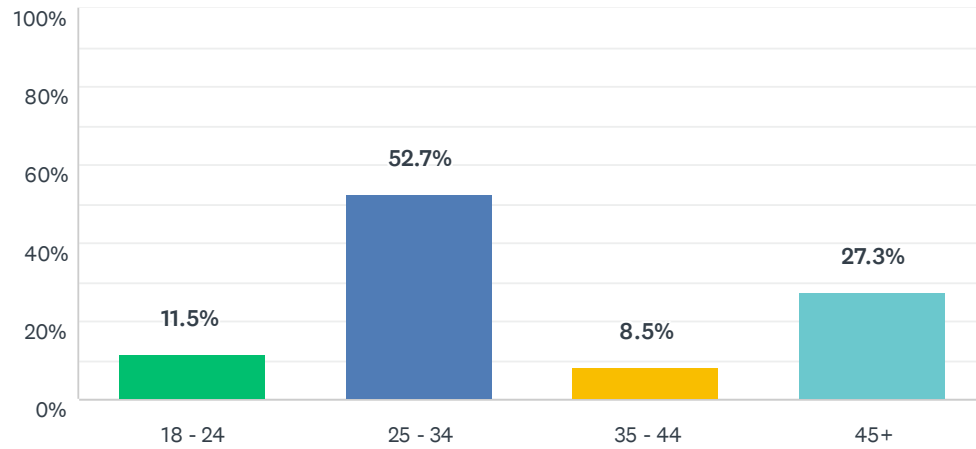


Q1 What age group do you belong to?

Answered: 165 Skipped: 0

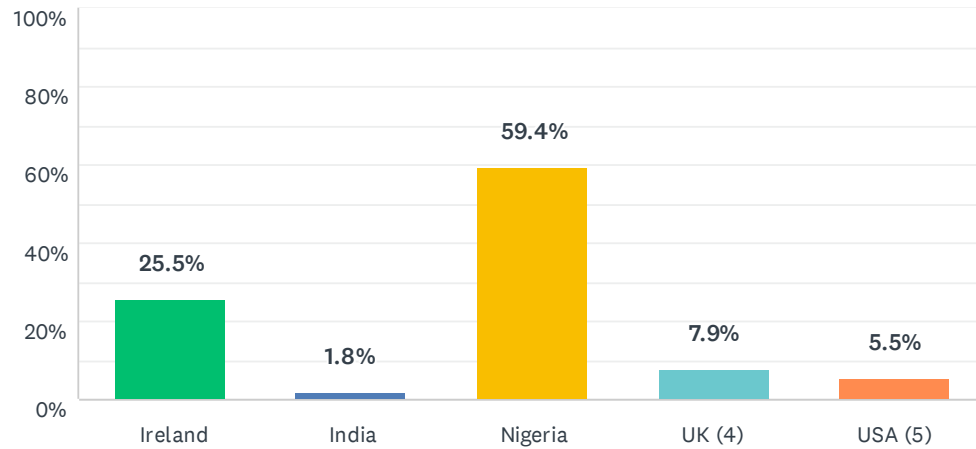


ANSWER CHOICES		RESPONSES	
18 - 24 (1)		11.5%	19
25 - 34 (2)		52.7%	87
35 - 44 (3)		8.5%	14
45+ (4)		27.3%	45
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	4.00	2.00	2.52	1.01

Q2 Which country do you live in?

Answered: 165 Skipped: 0

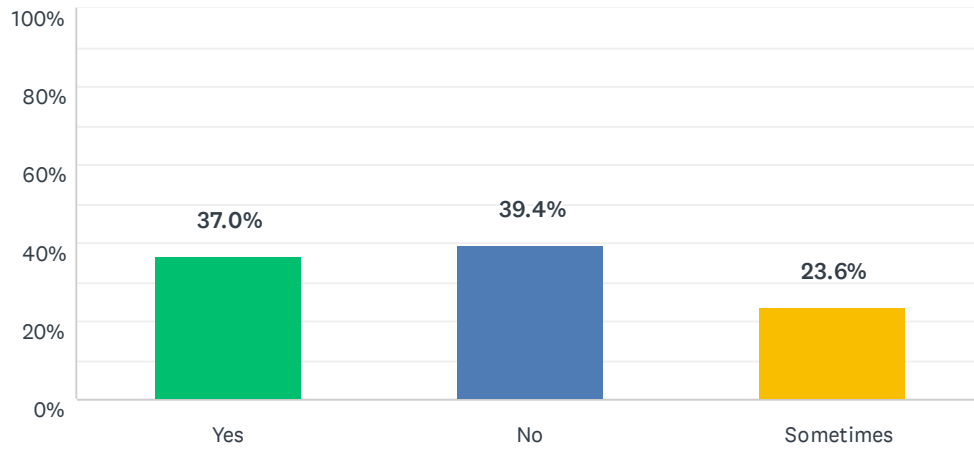


ANSWER CHOICES		RESPONSES
Ireland (1)		25.5% 42
India (2)		1.8% 3
Nigeria (3)		59.4% 98
UK (4)		7.9% 13
USA (5)		5.5% 9
Total Respondents: 165		

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	5.00	3.00	2.66	1.10

Q3 Do you classify or categorize your waste before disposal?

Answered: 165 Skipped: 0

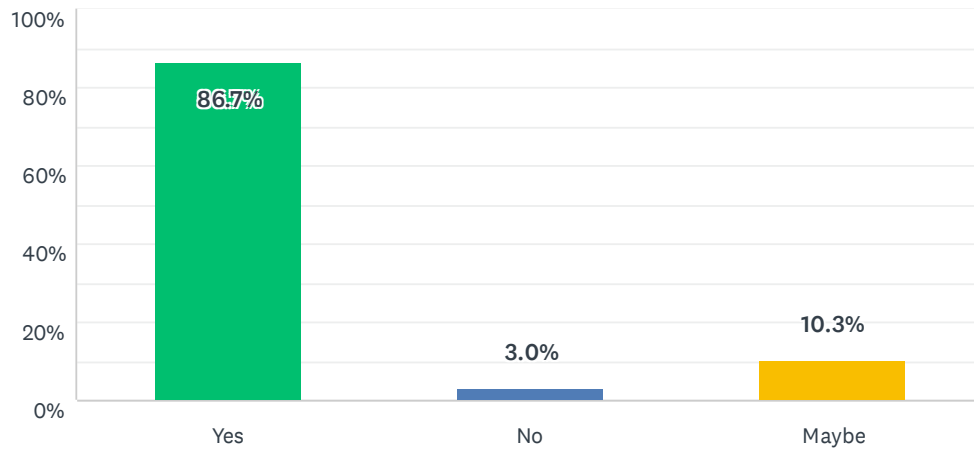


ANSWER CHOICES		RESPONSES	
Yes (1)		37.0%	61
No (2)		39.4%	65
Sometimes (3)		23.6%	39
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	3.00	2.00	1.87	0.77

Q4 Will you engage more in recycling if there are added incentives or benefits?

Answered: 165 Skipped: 0

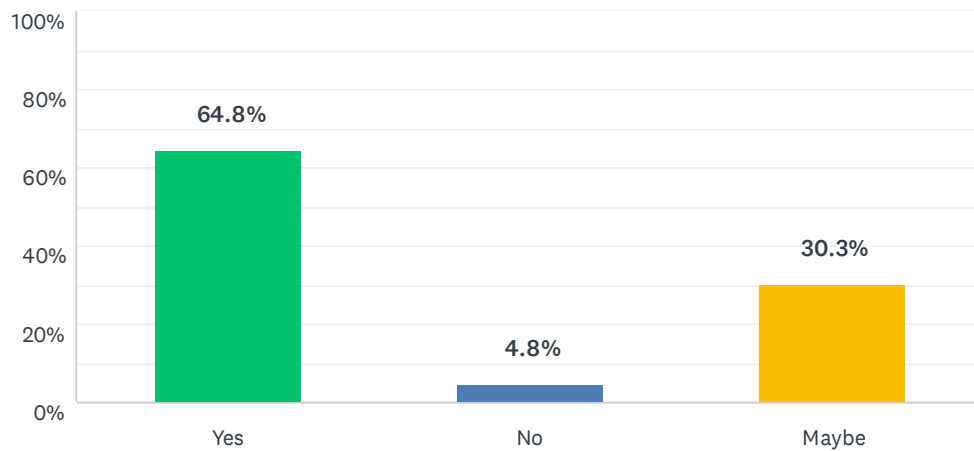


ANSWER CHOICES		RESPONSES	
Yes (1)		86.7%	143
No (2)		3.0%	5
Maybe (3)		10.3%	17
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	3.00	1.00	1.24	0.62

Q5 Do you think an intelligent waste classification mobile app can help you recycle better?

Answered: 165 Skipped: 0

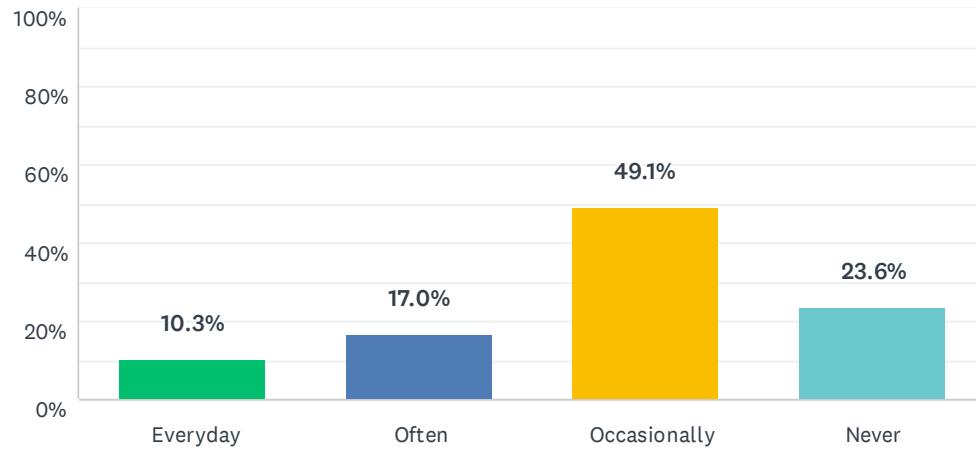


ANSWER CHOICES		RESPONSES	
Yes (1)		64.8%	107
No (2)		4.8%	8
Maybe (3)		30.3%	50
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	3.00	1.00	1.65	0.91

Q6 How often do you play games on a mobile device?

Answered: 165 Skipped: 0

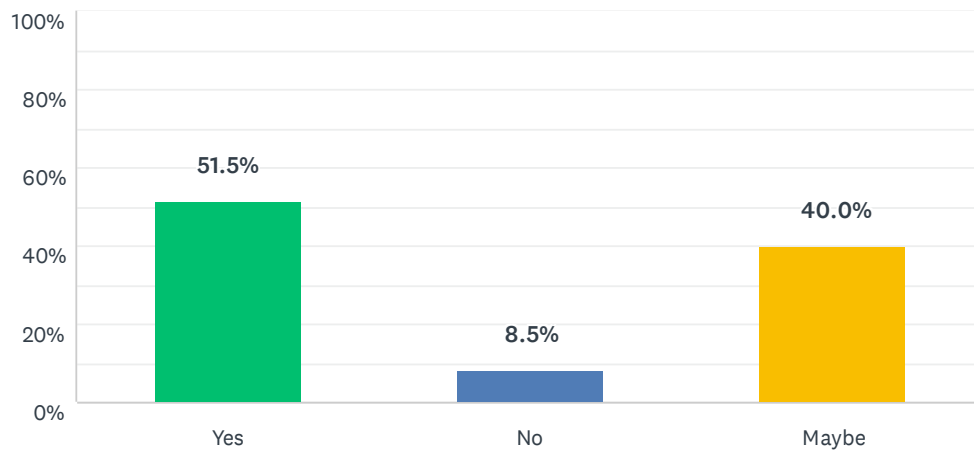


ANSWER CHOICES		RESPONSES	
Everyday (1)		10.3%	17
Often (2)		17.0%	28
Occasionally (3)		49.1%	81
Never (4)		23.6%	39
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	4.00	3.00	2.86	0.89

Q7 Will you use a recycling mobile app with game elements (such as rewards, points, levels, leaderboards, challenges, achievements etc)?

Answered: 165 Skipped: 0

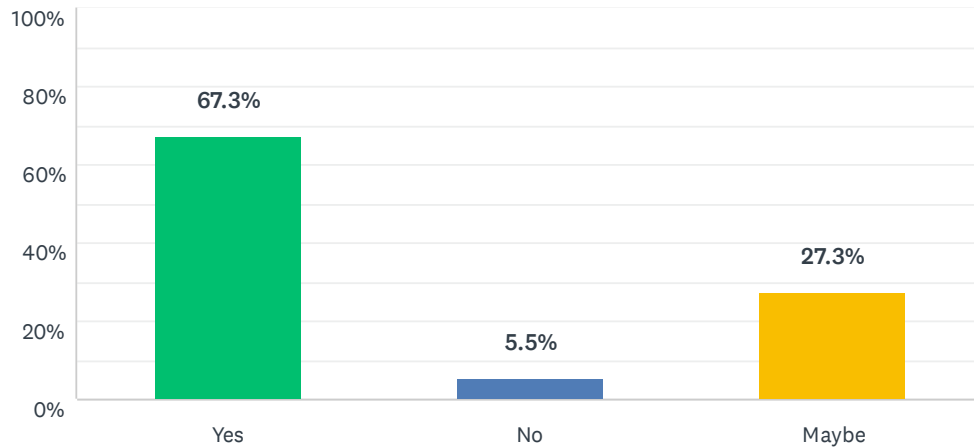


ANSWER CHOICES		RESPONSES	
Yes (1)		51.5%	85
No (2)		8.5%	14
Maybe (3)		40.0%	66
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	3.00	1.00	1.88	0.95

Q8 Will you be motivated to recycle more if you had a gamified recycling mobile app that could directly translate to game benefits or monetary rewards?

Answered: 165 Skipped: 0

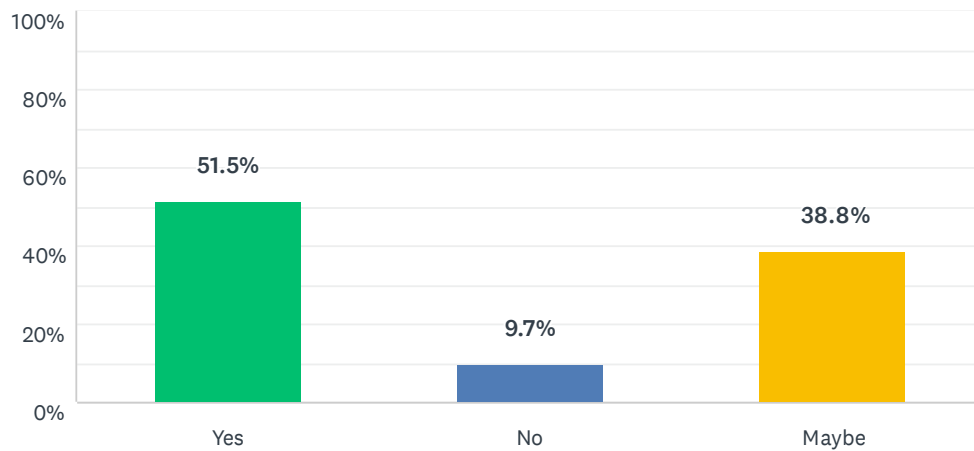


ANSWER CHOICES		RESPONSES	
Yes (1)		67.3%	111
No (2)		5.5%	9
Maybe (3)		27.3%	45
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	3.00	1.00	1.60	0.89

Q9 Can gamification boost your motivation to recycle? "Gamification" is the use of game design elements in a non-game contexts.

Answered: 165 Skipped: 0

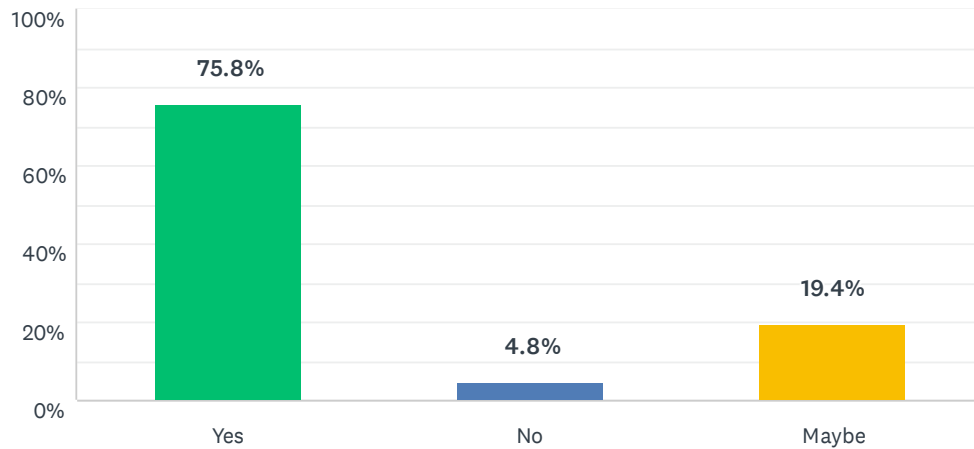


ANSWER CHOICES		RESPONSES	
Yes (1)		51.5%	85
No (2)		9.7%	16
Maybe (3)		38.8%	64
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	3.00	1.00	1.87	0.94

Q10 Will you contribute to recycling if you had a community of friends using an intelligent waste classification mobile app?

Answered: 165 Skipped: 0



ANSWER CHOICES		RESPONSES	
Yes (1)		75.8%	125
No (2)		4.8%	8
Maybe (3)		19.4%	32
Total Respondents: 165			

BASIC STATISTICS				
Minimum	Maximum	Median	Mean	Standard Deviation
1.00	3.00	1.00	1.44	0.80