**Questionnaire - The Brain Game Project**

1. **If you were to start a new, similar project:**
   * 1. **What would you remind yourself to do next time?**

* *Have a clear idea of the end goal for the project*
* *Take a further look into the research surrounding the project idea beforehand*
  + 1. **What would you warn yourself to look out for next time?**
* *Not to get distracted by tempting ideas that were possibly out of reach*

1. **If you were choosing a team from Computer Games Design to work on your next project:**
   * 1. **What attributes would you look for in the team members?**

* *Professional when required*
* *Sociable*
* *Cooperative*
* *Hard-working*
* *Innovative*
* *Focused*
  + 1. **What would you avoid?**
* *Team members taking things too seriously*
* *Lack of communication*
* *Unorganised work*

1. **When planning and specifying the game:**
   1. **What went well?**

* *Meetings and discussions were regular*
* *Largely stuck to the core idea for the project*
* *Steady state of development*
* Many new ideas came through in discussions
  1. **What needs to be improved, changed next time?**
* *More efficient means of communication (instant messaging)*
* *Narrower view of possibilities and scope for the project*
* *Clearer design and plan for level progression*
* *More time allocated to building & testing (beyond academic year time-restraints)*

1. **Perceptions:**
   1. **What aspects of the project matched your expectations?**

* *Required simplicity of the content involved, in consideration of its target audience*
* *The amount of variation between the abilities of users to interact with the game*
* *Quality of the end result and the realistic goals within the relatively short time-frame*
  1. **What aspects were not at all what you expected?**
* *The amount of possibilities that presented themselves while designing around VR*
* *The level of work required to create seemingly simple mechanics*

1. **Would you look to do something like this again?** 
   1. **If yes - what would you be interested in?**

*Perhaps a deeper look into the potential of VR within education, using a combination approach of passive* ***and*** *active, rather than passive* ***versus*** *active*

* 1. **If no - what are your main reasons?**

1. **When looking back over the last year, how do you feel the project went?**

*In consideration of the amount of previous experience in both departments, the time-frame, resources available and constraints of the project within an experiment context, I feel as if the project was a success. Not only has it provided a solid conceptual and physical basis upon which to build, it has also provided an invaluable experience with regards to project management and interdepartmental collaboration.*