

Trash Game Survey (pre-game)

This is a short survey for participants in the Civic Games for Zero Waste pilot study. Here, 'waste' is taken to mean Solid Waste, including landfill waste, recycling, compost, and other speciality streams.

1. leave a pseudonym here (so I can correlate responses -- can be anything)

2. I have a good idea of where the waste I dispose of goes

Mark only one oval.

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

3. I feel confident that I know which items are recyclable, and which aren't.

Mark only one oval.

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

4. It's less sustainable to throw things away than to recycle them incorrectly

Mark only one oval.

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongle Agree

5. I think about waste disposal...

Mark only one oval.

	1	2	3	4	5	
Less than once per month	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	More than once per day

6. Estimate the percentage of waste at the lab that is currently recycled

7. **Think about the last time you threw something away? What were you thinking about (if anything) when you did?**

8. **What changes would you make to the way waste is currently managed at the lab?**

9. **What actions do you think are important in making MIT's waste systems more sustainable?**

Trash Game Survey (post-game)

This is a short survey for participants in the Civic Games for Zero Waste pilot study. Here, 'waste' is taken to mean Solid Waste, including landfill waste, recycling, compost, and other speciality streams.

1. the pseudonym you used for the first survey

2. I have a good idea of where the waste I dispose of goes

Mark only one oval.

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

3. I feel confident that I know which items are recyclable, and which aren't.

Mark only one oval.

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongly Agree

4. It's less sustainable to throw things away than to recycle them incorrectly

Mark only one oval.

	1	2	3	4	5	
Strongly Disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strongle Agree

5. Estimate the percentage of waste at the lab that is currently recycled

6. What changes would you make to the way waste is currently managed at the lab?

7. **What actions do you think are important in making MIT's waste systems more sustainable?**

Game-specific feedback (optional)

This game is still under development, and I'd appreciate any comments towards improving it

8. **Was the game the right length?**

Mark only one oval.

	1	2	3	4	5	
much too short	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	much too long

9. **How easy was the game to understand?**

Mark only one oval.

	1	2	3	4	5	
too simple	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	too complicated

10. **Was there anything you found unhelpful or confusing?**

11. **What did it make you feel?**

12. **Has playing this game changed your perspective at all? How?**

13. **Has playing this game made you feel more informed? How?**

14. **Are there any improvements or changes you'd like to see?**
