

# Pre-Questionnaire Results

Total number of participants: 75

## 1. What is your gender?

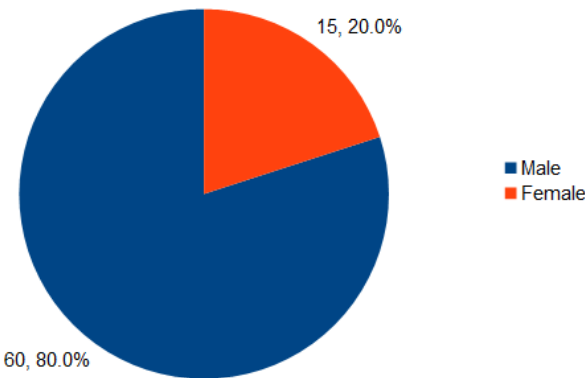


Figure 1: Pre-Questionnaire Question 1. Results

|        | Number | Percentage |
|--------|--------|------------|
| Male   | 60     | 80.0%      |
| Female | 15     | 20.0%      |

Table 1: Pre-Questionnaire Question 1. Results

## 2. What is your age bracket?

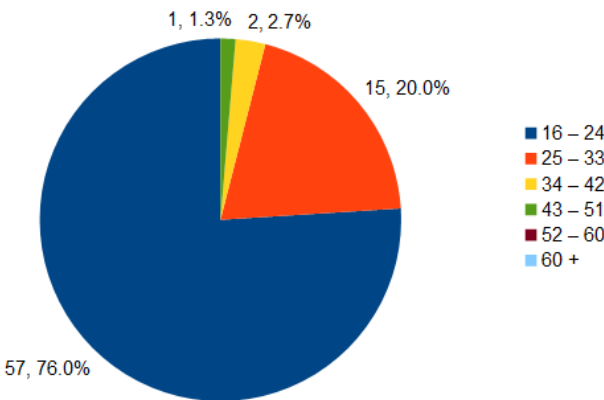


Figure 2: Pre-Questionnaire Question 2. Results

|         | Number | Percentage |
|---------|--------|------------|
| 16 - 24 | 57     | 76.0%      |
| 25 - 33 | 15     | 20.0%      |
| 34 - 42 | 2      | 2.7%       |
| 43 - 51 | 1      | 1.3%       |
| 52 - 60 | 0      | 0.0%       |
| 60 +    | 0      | 0.0%       |

Table 2: Pre-Questionnaire Question 2. Results

### 3. Do you own a smartphone?

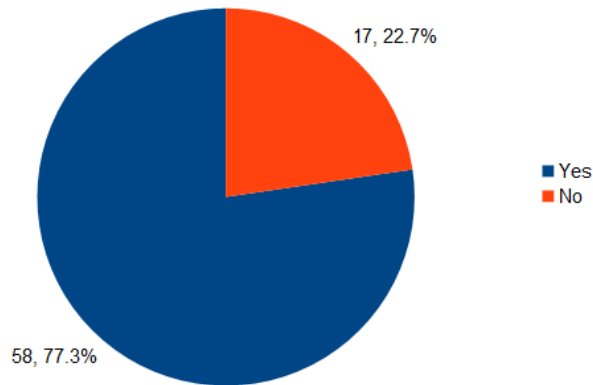


Figure 3: Pre-Questionnaire Question 3. Results

|     | Number | Percentage |
|-----|--------|------------|
| Yes | 58     | 77.3%      |
| No  | 17     | 22.7%      |

Table 3: Pre-Questionnaire Question 3. Results

### 3a. If yes, do you currently have an application installed on your smartphone that captures Quick Response (QR) codes?

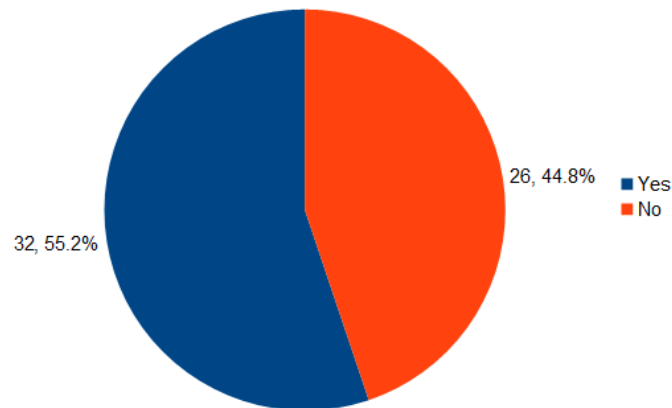


Figure 4: Pre-Questionnaire Question 3a. Results

|     | Number | Percentage |
|-----|--------|------------|
| Yes | 32     | 55.2%      |
| No  | 26     | 44.8%      |

Table 4: Pre-Questionnaire Question 3a. Results

#### 4. Have you used any video game related motion detection devices?

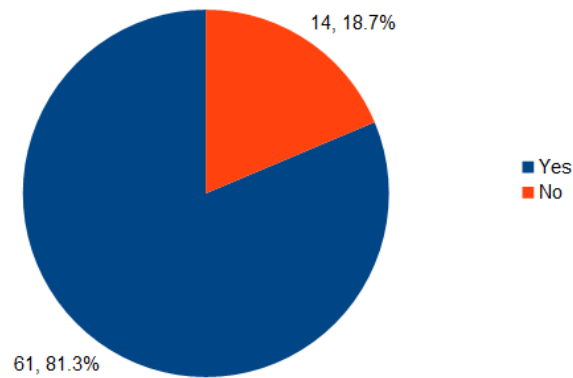


Figure 5: Pre-Questionnaire Question 4. Results

|     | Number | Percentage |
|-----|--------|------------|
| Yes | 61     | 81.3%      |
| No  | 14     | 18.7%      |

Table 5: Pre-Questionnaire Question 4. Results

#### 4a. If yes, what video game related motion detection devices have you used?

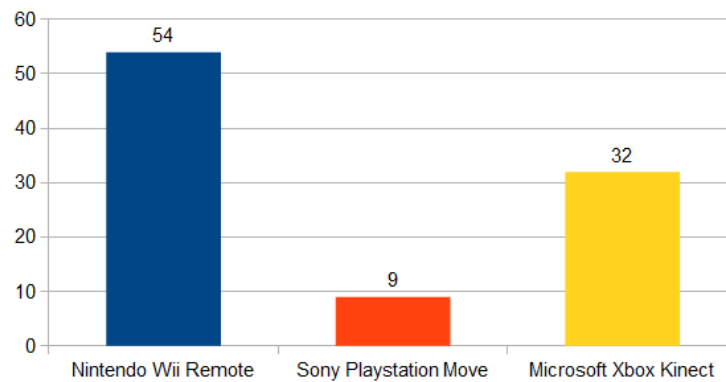


Figure 6: Pre-Questionnaire Question 4a. Results

|                       | Number | Percentage |
|-----------------------|--------|------------|
| Nintendo Wii Remote   | 54     | 88.5%      |
| Sony Playstation Move | 9      | 14.8%      |
| Microsoft Xbox Kinect | 32     | 52.5%      |

Table 6: Pre-Questionnaire Question 4a. Results

5. Approximately, how much time do you spend in the Earl Mountbatten crush area each day?

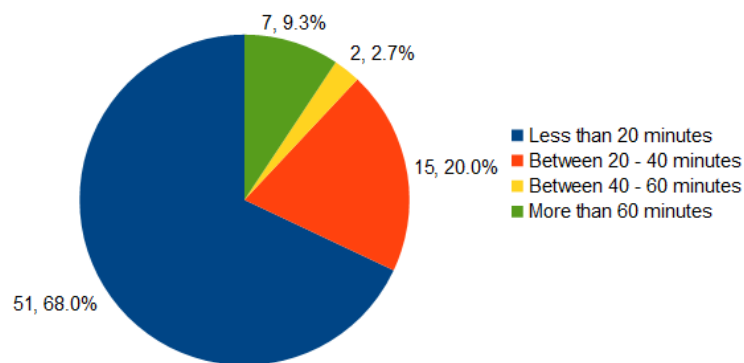


Figure 7: Pre-Questionnaire Question 5. Results

|                         | Number | Percentage |
|-------------------------|--------|------------|
| Less than 20 minutes    | 51     | 68.0%      |
| Between 20 – 40 minutes | 15     | 20.0%      |
| Between 40 – 60 minutes | 2      | 2.7%       |
| More than 60 minutes    | 7      | 9.3%       |

Table 7: Pre-Questionnaire Question 5. Results

6. What do you generally use the Earl Mountbatten crush area for?

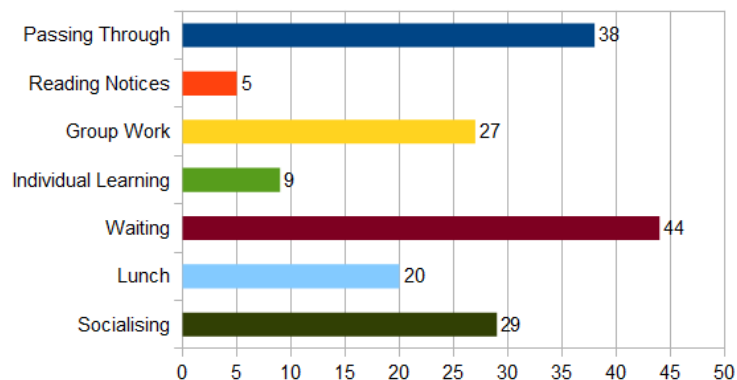


Figure 8: Pre-Questionnaire Question 6. Results

|                     | Number | Percentage |
|---------------------|--------|------------|
| Socialising         | 29     | 38.7%      |
| Lunch               | 20     | 26.7%      |
| Waiting             | 44     | 58.7%      |
| Individual Learning | 9      | 12.0%      |
| Group Work          | 27     | 36.0%      |
| Reading Notices     | 5      | 6.7%       |
| Passing Through     | 38     | 50.7%      |

Table 8: Pre-Questionnaire Question 6. Results