Lighting and Rendering in the Unity Game Engine

Consent Form and Questionnaire

* Indicates required question

Consent Form

The main goal of this questionnaire is to understand if the lighting game demo has achieved the goal of the project which is to show how lighting works in the Unity Game engine. The information gathered from this questionnaire will be used to make improvements to the game demo.

You have the option to take part or not take part in the questionnaire, also if you do accept to take part in the questionnaire, you can decide to leave it whenever you want without any reason

By Signing this form I confirm that:

I agree to participate in this questionnaire.

I have understood the aim of the project, and I have been able to ask questions about the project, and the questions have been answered to my satisfaction.

I am fully aware that the data collected will be stored to the standard of the Data Collection Act of 1998.

1.	Do you wish to participate? *
	Mark only one oval.
	Yes Skip to question 2 No Skip to section 4 (Participation Declined)
	Personal Details
Pl	ease fill in the details.
2.	Please could you enter your full name? *
3.	Please could you enter you email address? *
4.	Today's Date *
	Example: January 7, 2019
Ski	p to question 5
	Questionnaire
5.	1a) When you entered the corridor, did the light effect your decision? *
	Mark only one oval.
	Yes No

) Hov	w was the quality of the lighting in the game demo? *	
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	Very Bad	
1		
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	Mauleau		uality of the graphics in the game demo? *
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9.	Mark or 1 2 3	nly one oval.	evement system feel in the game demo? *

10.		verall, did the der Engine?	mo show the different lighting techniques of the Unity	,
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		Does Not Show		
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	2			
	3			
	4			
	5			
		Fully Shows		
11.	5b) Pl	ease could you e	explain why you gave the answer for 5a?	
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				_
	Partic	ipation Declined		
	ı have d wser.	ecided not to parti	cipate, you can click the submit button or close your web	