

# 1 on 1 interview

1. What did/didn't you enjoy about the game?

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2. What did/didn't you find realistic about the game?

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3. How did the game improve your understanding about release planning?

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4. What did you find confusing about game rules/introduction?

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5. How competitive did you find the game?

*Marcați un singur oval.*

1      2      3      4      5

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**6. What do you think the limitations of the game are?**

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**7. What did you focus more on during the game**

*Bifați toate variantele aplicabile.*

- ☐ Reputation
- ☐ Revenue
- ☐ Not going bankrupt / Budget
- ☐ Altele: \_\_\_\_\_

**8. Did you take risks during the game? If yes, what?**

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**9. How do you feel about the event cards?**

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**10. Have you ever played a software engineering related game?**

*Marcați un singur oval.*

- ☐ Yes
- ☐ No

**11. Other comments**

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