Experiment 2 - Post-Questionnaire	
Question	**Response Type/Options**
How would you rate your experience towards the gameplay?	5-Liker Scale (1-Boring, 2-Tedious, 3-Normal, 4-Interesting, 5-Exciting)
Rate Complexity of the game	7-Liker Scale (1 - Very Simple, 7 - Very Complex)
Rate Game Instructions/Rules	7-Liker Scale (1 - Very Simple, 7 - Very Complex)
How different was this game from other games?	7-Liker Scale (1 - Not much different, 7 - Very Different)
How much did you like the graphics, illustrations, sounds, animations on the game?	7-Liker Scale (1 - Did not like, 7 - Loved)
How much did you like the materials and/or game pieces?	7-Liker Scale (1 - Did not like, 7 - Loved)
Game idea (concept) or theme	7-Liker Scale (1 - Boring/Weak, 7 - Terrific)
How much did you like this game?	7-Liker Scale (1 - Hated it, 7 - Loved it)
How often would you play this game?	7-Liker Scale (1 - Never Again, 7 - A lot)
How much did the game play cause you to interact with other	7-Liker Scale (1 - Never, 7 - All the time)
Are there not enough options for what you can do on each tu	7-Liker Scale (1 - Not Enough, 7 - Too many)
Third Questionnaire - Assessing Participant's Preference	
Question	**Alternatives**
If you were asked to participate in a third experiment (where other people would participate as well), which of the options below would you prefer to do the experiment with?	1 - AnnotateMe - The interface used in the first experiment
	2 - Fastype - The game used in the second experiment
	3 - None - I would not participate again