

Survey Design – Example Questions

These questions are some of the questions that may be asked in the pre and post, the first three will only be asked in the pre-game survey to add context to the data that is gathered.

Pre-Game Survey questions.

- **“How often do you use social media?”**
- **“Do you engage in sexual activity online, such as sexting?”**
- **“Do you speak to strangers online through messaging platforms?”**

These questions will be used to understand the participant’s likelihood to be a victim of these crimes. Through the annotated bibliography exercise, it is known that people who are regularly on social media, speaking to strangers and engaging in sexual activity online are more likely to be victims of TFSV. This data will be used to understand this link and will be compared to the post-game data to see if they understand the risks that they are taking and if they will use mitigations to prevent these risks.

Pre and Post-game survey questions.

- **“In your own words, what do you think sexual violence is?”**
- **“In your own words, what do you think technology-facilitated sexual violence is?”**
- **“Do you know where to get help if you became a victim of violence?”**

These questions will allow for comparisons and an effective evaluation of the game as a mitigation. It will also assess if the game has successfully taught participants about sexual violence and TFSV as a crime and if they know how to mitigate the risks these crimes present.

These questions are only a small handful of the questions that will be asked but represent the style and content of what will be asked within the survey. These questions should allow for relevant data to be gathered, which will then be reviewed to evaluate the use of gamification as a mitigation against tech-facilitated sexual violence.