Project Test Script

**Consent**

* This study is designed to be as simple and stress-free as possible.
* You are free to stop the study at any given time.
* If anything makes you feel uncomfortable, feel free to let me know and I will do what I can to accommodate.
* If you have trouble with anything, it will be my fault for not explaining things more clearly.

**Materials**

* Pencil
* Notepad
* Paper versions of tests
* Computer for program use

**Script**

1. Gain participants approval for conducting tests with them by reading the consent form above.
2. Randomly assign participant with either test A or B, or if 3 participants have already taken one version of the test.
3. Present participant with paper version of the game, explaining that once they finish it, I will check it and notify if they answered anything incorrectly. Ask them if they would like me to leave the room while they try and finish.
   1. If anything is incorrect, they will only have to answer those questions until everything is correct.
   2. Record their performance based on how many times they had to revisit questions, with the lowest possible score being 1.
4. Once the paper version is complete, present them with the program, based on the opposite region that they previously played.
   1. Same rules apply as step 3a and 3b.
5. Ask debriefing questions if they are comfortable with it.

**Debriefing Questions**

Rank these questions on a scale of 1-5:

1) I found the system easy to use.

2) I found the design of the system aesthetically pleasing.

3) I learned how to use the system quickly.

4) I was able to accomplish my tasks using the system.

5) I liked the functionality of the system.

6) I felt this system was helpful in teaching me geography.

7) The scoring system motivated made me want to play again to get a better score.

8) I felt this system could be very helpful in teaching more advanced levels of geography.