# Lakbay: Evaluation Form for DCS Instructors/IT Professionals

## Preface

Good day!

We are fourth-year Information Technology students from Cavite State University – Bacoor City Campus. We are currently looking for individuals to participate in our study. The test will only take about 5-10 minutes. There are no right or wrong answers.

In partial fulfillment of the requirements for the subject ITEC 200B – Capstone Project and Research, we are conducting an online survey for our thesis entitled “LAKBAY: A THREE-DIMENSIONAL GAME ABOUT DRIVING FUNDAMENTALS AND ROAD COURTESY AND SAFETY OF GEAR-1 DRIVING SCHOOL”. The data that will be collected in this survey will be strictly confidential and will only be used for academic purposes. Answering this online survey indicates that you voluntarily agree and have read the said information above. Your participation will be highly appreciated. Thank you and God Bless!

## Intimate Information

*Please fill up the following personal details.*

|  |  |  |  |
| --- | --- | --- | --- |
| **Email:** |  | **Full Name:** |  |
| **Age:** |  | **Date of Evaluation:** |  |

## Modules

*Watch the following videos related to the evaluation before proceeding.*

|  |  |
| --- | --- |
| **Game Module:** | <https://www.youtube.com/watch?v=LxeZADH9JTc> |
| **Settings Module:** | <https://www.youtube.com/watch?v=J-5VRCI5YhQ> |
| **Information Module:** | <https://www.youtube.com/watch?v=fNC1N-RJ-R8> |
| **Video Module:** | <https://www.youtube.com/watch?v=J4EKY-StIaw> |

## Evaluation

*Please indicate the level of agreement or disagreement with each of the following statements by ticking the box that most applies to you. Consider the game in rating the following (1-5) with different criteria where 5 being the highest. Evaluation Criteria are based on software criteria of Heuristics for Evaluating Playability. (Nielsen, J. and Molich, R., 1990).*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Category** | **Rating** | | | | |
| **1** | **2** | **3** | **4** | **5** |
| **Navigation** | | | | | |
| Flow of the Game Menu |  |  |  |  |  |
| Convenience of Game Controls |  |  |  |  |  |
| Clarity of Game Instructions |  |  |  |  |  |
| **Reliability** | | | | | |
| Saving of Game Data |  |  |  |  |  |
| Loading of Game Data |  |  |  |  |  |
| Runs under all condition |  |  |  |  |  |
| Error Free |  |  |  |  |  |
| **Functionality** | | | | | |
| Ease of Gameplay |  |  |  |  |  |
| Progression of difficulty per stage |  |  |  |  |  |
| **Aesthetics** | | | | | |
| Character Design |  |  |  |  |  |
| Background Design |  |  |  |  |  |
| Audio Effects |  |  |  |  |  |
| Visual Effects |  |  |  |  |  |
| **Others** | | | | | |
| Comments/Suggestions |  | | | | |
|  | | | | |
|  | | | | |
|  | | | | |
|  | | | | |