

Responda às perguntas que deseja preencher automaticamente pressionando "Enviar".

UGE - Evaluation Form

This is the evaluation for UGE game engine (available at <<https://github.com/francogarcia/uge>>).
The evaluation guide is available at: <<https://github.com/francogarcia/uge-evaluation>>.
Any questions or comments regarding the evaluation can be asked via email at:
<franco.garcia@dc.ufscar.br>.

*Obrigatório

Statement of Informed Consent

1. This is an invitation to participate in the “An engine for Universal Digital Games” research.

2. You invited for a software evaluation. Your participation is voluntary; it is not mandatory to participate.

This evaluation is part of a nonprofit research project. The project's aim is to offer a game engine that contributes to the development of Universally-Accessible Games (UA-Games), i.e., games that allow users with different interaction abilities and capabilities to play.

In the proposed activity, we wish to evaluate the approaches chosen to help implementing a UA-Game. We hope to gather feedback about the viability, effectiveness and utility of the engine and its approaches to game developers.

3. This evaluation includes collecting data from forms; training from the documentation; and the implementation of a game prototype. This material is available within an evaluation kit, containing the documentation, the engine source code and an initial project to the game implementation.

The source code includes the game engine and a game prototype using the engine's approaches. The engine uses different approaches to create a game for publics with different interaction abilities. The approaches aim to reduce changing input-output (IO) free features (such as game rules and some mechanics) and to help specializing the IO for the different publics.

4. Your participation in this activity is voluntary and anonymous. You may quit the activity or withdraw your consent at any time. Should you decline the participation, your decision will not prejudice the involved researches or the institution the researches are affiliated to.

You may perform the activities at the most convenient time and place for yourself. The activities should be submitted within the deadline. You may, at any moment, contact the researcher via email.

Your participation might cause discomforts due to the required time to perform the evaluation. You may choose to refuse the participation or to interrupt your participation at any time.

5. Your participation in this activity has philanthropic benefits. The benefits include improving the game engine and the development of new UA-Games.

6. You will have access to the result of this research through scientific conferences papers and through the research group website: <<http://lifes.dc.ufscar.br>>.
7. You may withdraw from the participation and your consent at any time.
8. Shall you decline the participation, your decision will not prejudice the involved researches or the institution the researches are affiliated to.
9. The results of the project will be public. The data gathered from your participation is anonymous. The resulting game engine is open source.
10. The research does not provide any financial compensation to the research subjects.
11. This copy of the statement contains the email of the researchers. You may ask any questions about the project and your participation on this evaluation at this or any other moment.

Franco Eusébio Garcia (Research Investigator) (<franco.garcia@dc.ufscar.br>)
Masters' student of the Programa de Pós-Graduação em Ciência da Computação da Universidade Federal de São Carlos / Brazil

Vânia Paula de Almeida Neris (Research Advisor) (<vania@dc.ufscar.br>)
Associate professor of the Programa de Pós-Graduação em Ciência da Computação da Universidade Federal de São Carlos / Brazil

Did you read and agree to the Statement of Informed Consent? *

- ☐ I agree. I acknowledge the terms and wish to participate.
- ☐ I do not agree to terms or I do not want to participate.

Pre-Session Form

The following questions should be answered before performing the evaluation. They wish to gather general data regarding your profile and your expectation regarding the development of a universal game.

Career and Profile

I am a: *

- ☐ Game designer
- ☐ Game Programmer
- ☐ Artist
- ☐ Producer

☐ Outro:

I develop games: *

- ☐ Professionally (contract)
☐ Professionally (independent)
☐ Hobbyist
☐ Outro:

I have played digital games for: *

- ☐ Less than six months
☐ Between six months and a year
☐ Between a year and three years
☐ Between three years and five years
☐ Between five and ten years
☐ More than ten years

I have worked with games for: *


- ☐ Less than six months
☐ Between six months and a year
☐ Between a year and three years
☐ Between three years and five years
☐ Between five and ten years
☐ More than ten years

Have you ever developed a game focused on accessibility? *

Expectations

To implement an accessible game, I believe it is important to: *

To implement an accessible game for many different interaction abilities, I believe it is important to: *



Post-Session Form

The following questions should be answered before performing the evaluation. Their goal is to gather feedback about the utility of the approaches used by the game engine.

General Impressions

Are the explications regarding the engine's approaches and their applications clear? *

- ☐ Yes
☐ No

How long did the evaluation take? *

Horas ▼	:	Minutos ▼	:	Segundos ▼
---------	---	-----------	---	------------

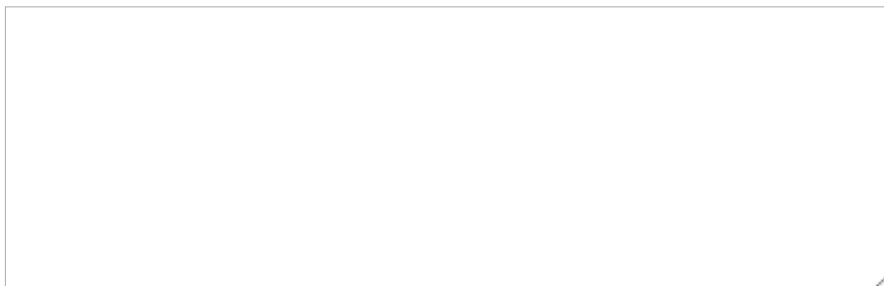
How long did it take to familiarize yourself with the engine architecture and approaches? *

Horas ▼	:	Minutos ▼	:	Segundos ▼
---------	---	-----------	---	------------

Was the provided documentation detailed enough to perform the evaluation? *

- ☐ Yes
☐ No

What are the topics of the documentation that need improvements?



Events

This section aims to gather feedback about the utility of the use of events to implement a UA-Game.

Events eased me to specialize the interaction between users and the game. *

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral
- ☐ Agree
- ☐ Strongly agree

Fore more than one specialization for the game, using events reduced the required implementation efforts (time, difficult, lines of code, etc.). *

- ☐ Strongly agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly disagree

Events made it harder to create a new game presentation. *

- ☐ Strongly agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly disagree

Events helped me to consider interaction features I had not thought before. *

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral
- ☐ Agree
- ☐ Strongly agree

Events made it harder for me to customize and to tailor the game presentation. *

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral
- ☐ Agree
- ☐ Strongly agree

Components

This section aims to gather feedback about the utility of the use of entities (actors) and components to implement a UA-Game.

Components eased specializing the game interaction. *

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral

- ☐ Agree
- ☐ Strongly agree

For more more than one specialization for the game, using components increased the required implementation efforts (time, difficult, lines of code, etc.). *

- ☐ Strongly agree
- ☐ Agree
- ☐ Neutral
- ☐ Discordo
- ☐ Strongly disagree

Components made it harder to customize and tailor the game presentation. *

- ☐ Strongly agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly disagree

Data-Driven Architecture

This section aims to gather feedback about the utility of a data-driven architecture to implement a UA-Game.

The data-driven architecture made it harder to implement the game. *

- ☐ Strongly agree
- ☐ Agree
- ☐ Neutral
- ☐ Disagree
- ☐ Strongly disagree

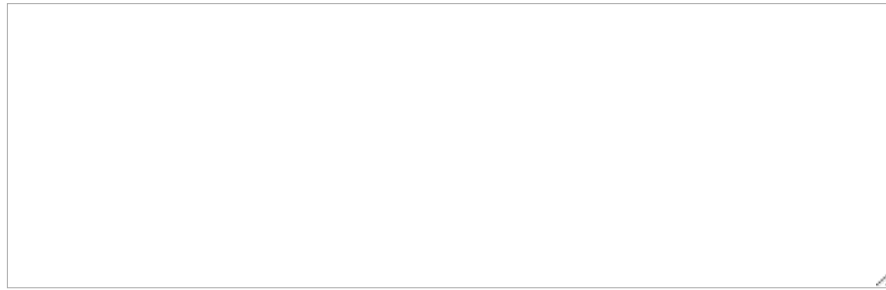
The data-driven architecture eased iterations on the implementation and improving the game. *

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral
- ☐ Agree
- ☐ Strongly agree

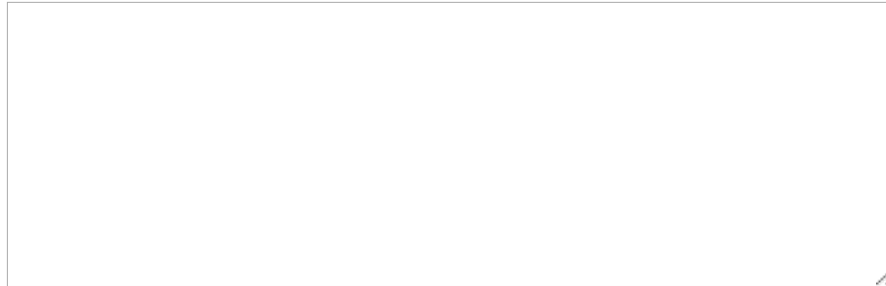
Considerations

This section wants to gather your opinion regarding UGE's approaches to the development of a UA-Game.

Have the chosen features and architecture helped to implement the UA-Game? *



Should you use a different approach for the implementation, which strategy would you choose?



Opinions and Impressions (Optional)

We would love to know your opinion about the game engine and the evaluation process. Critics, suggestions, omissions and / or overall comments about the usage of the engine would be great to improve it.

Would you like to provide us anonymous opinions and impressions about this evaluation or the game engine?

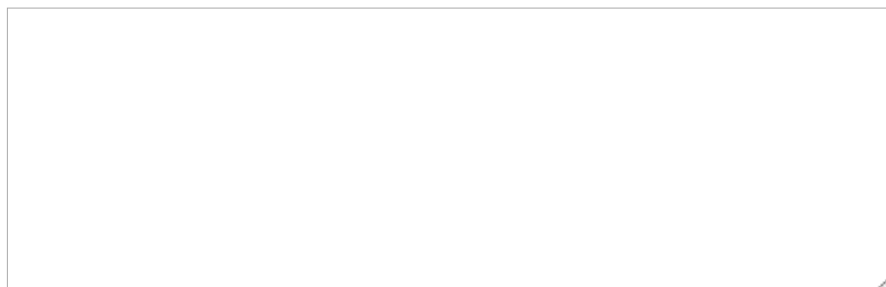
Either answering no or omitting this response will skip the opinion section.

- ☐ Yes
☐ No

Opinions and Impressions

We would love to know your opinion about the game engine and the evaluation process. Critics, suggestions, omissions and / or overall comments about the usage of the engine would be great to improve it.

Opinions and Impressions *



Would you allow the anonymous usage of parts of your comments? *

- ☐ Yes
☐ No

25% concluído

Nunca envie senhas em Formulários Google.

Powered by



Este conteúdo não foi criado nem aprovado pelo Google.

[Denunciar abuso](#) - [Termos de Serviço](#) - [Termos Adicionais](#)