*Required

Strongly Agree

Natural language processing for animated dialogue scene generation

Please answer the questions and follow the instructions below

Please keep in mind that the project focuses solely on animation (body movements). Please try to ignore the backgrounds, graphics and facial features as much as possible.

Please note that all the videos have been muted on purpose. In some videos you will notice that there are two sets of subtitles. If that is the case it means that an enlarged version of the subtitles was added next to in-game subtitles to improve readability.

1. Do you consider yourself to be well-acquainted with games and/or animation in general? Mark only one oval. Yes No Not sure Part 1 Please watch the following videos: Video 1: https://vimeo.com/263161821 Video 2: https://vimeo.com/263161000 Now please answer the following questions: 2. The animation in video 1 is realistic * Mark only one oval. 2 3 5 Strongly Agree Strongly Disagree 3. The animation in video 2 is realistic * Mark only one oval. 1 2 5

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Strongly Disagree

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Do you think that animation in video 2 makes the dialogue scene more enjoyable of engaging than the animation in video 1? * Mark only one oval. Yes No Not sure Animation in video 2 needs only minor adjustments before being used in a finished Mark only one oval. 1 2 3 4 5 Strongly Agree Strongly Agree Which animation did you personally prefer *		1	2	3	4	5	
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Now please answer the following questions:

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26.	Animation in vio		eds on	ly mino	or adjus	tments	before being used in a finished gam	e *
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27.	Which animatio		ou perso	onally p	orefer *			
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28.	Explain what mo	otivated	l your c	hoice i	n the qu	uestion a	above (optional)	

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