

Metric	Goal	Question	Very Much	Much	Average	Low	Very Low
Usability	Simplicity	1- How familiar are you with the concepts of model-driven software engineering?	13	25	19	44	0
		2- How familiar are you with the Sirius modeling tool?	6	19	13	25	38
		3- How familiar are you with gamification concepts?	0	19	38	38	6
		4- How familiar are you with programming?	81	19	0	0	0
		5-How do you rate the simplicity of the framework installation process?	19	63	19	0	0
		6- How much programming skill does a person need to build this program?	0	0	13	56	31
		7-How much gamification skill does someone need to make this app?	0	0	13	31	56
		8- How much skill in software modeling and familiarity with model-driven software engineering does someone need to build this game?	0	0	19	38	44
	Attractiveness	9- How much has your interest in model-driven software engineering increased after attending this workshop?	44	50	6	0	0
		10- How much has your interest in gamification increased after attending this workshop?	38	44	19	0	0
		11- What is the level of fitness and aesthetic of entities in the tool?	27	53	20	0	0
		12- How do you assess the level of fitness and aesthetics of elements in an application?	40	47	13	0	0
	Learnability	13-How do you evaluate the learnability of the framework?	31	56	13	0	0
		14-How do you evaluate the amount of time required to learn the Framework concept?	0	0	19	38	44
		Very much (more than 50 minutes), much (between 46 and 50 minutes), average (between 31 and 45 minutes), low (between 16 and 30 minutes), very low (less than 15 minutes)					
		15- To what extent do you need the help of expert people, internet searches, and other sources to create a correct model?	0	0	13	25	63
Usefulness	Effectiveness	16-What is your skill in server-side web programming?	50	44	6	0	0
		17-What is your skill in client-side web programming?	75	19	6	0	0
		18-How do you evaluate the effectiveness and efficiency of this framework for creating a gamified App?	75	19	6	0	0
		19- How do you evaluate the effectiveness and efficiency of this framework for learning programming?	56	44	0	0	0
		20-How would you rate the complete coverage of the requirements of this framework for producing a gamified programming App?	44	50	6	0	0
	Extensibility	21-To what extent is the framework able to build a gamified web application?	25	56	19	0	0
		22-To what extent is the framework extensible to cover other dimensions of gamification?	63	19	19	0	0
		23-To what extent can the framework be expanded in other fields other than programming education?	25	50	19	6	0
	Time-saving	24-How would you rate the time savings of developing a gamified application using the proposed framework compared to manual coding?	44	38	19	0	0
		25-How would you rate the time savings of developing a Programming educational App using the proposed framework compared to manual coding	63	19	19	0	0
	Error solving and Code correctness	26-To what extent is detecting and solving errors superior to coding methods in this framework?	44	31	19	6	0
		27- How do you evaluate the ability of this framework to create the correct code of an application?	69	19	13	0	0
	Standard	28- How close is this framework to standard language notation?	69	19	13	0	0
Satisfaction	Satisfaction	29-How do you evaluate the level of satisfaction in the development process of gamification by the framework?	75	19	6	0	0
		30-How do you evaluate the level of satisfaction in the programming development process by the framework?	44	31	25	0	0
		31-How do you evaluate the level of satisfaction in the development process by the provided framework in general?	56	31	13	0	0