

Tomeo: A video editor for sports enthusiasts

You are being invited to participate in a research study titled Tomeo. The purpose of this research study is the development of Tomeo, a video player/editor at sports enthusiasts, and will take you approximately 2 minutes to complete. Your participation in this study is entirely voluntary. You do not have to answer any questions you do not want to.

We intend to get as much user feedback for the development of the application to reflect and improve our design choices. We would love to get your opinion on this.

This form will record your name, please fill your name.

1

Do you think a video player needs information feedback in text for any buttons (pause/play) that you clicked or for any positions that you moved from its sliders (Brightness/Volume)?

(Please assume that it follows the conventions for video players!)

- ☐ Yes, I like to have feedbacks for any changes that I made.
- ☐ Yes, but not always.
- ☐ No, they should be self-explanatory.
- ☐ No, thanks. I am smart enough to figure it out myself and I would find them very annoying.

2

Do you find saturation, Contrast, Brightness, and Hue options on video players satisfies your use case?

- ☐ Yes, I set different settings for different use-case (Gaming-Streaming).
- ☐ Yes, I don't normally use these options, but I think they are important for certain people with visual impairments (Colour blindness, Extreme light sensitivity, Night blindness).
- ☐ No, I don't want to adjust these settings, until and unless I can reset to the default settings.

3

Do you want to have a separate tab that includes all the slider bars for Saturation, Contrast, Hue, and Brightness? (Assume that this tab doesn't close by itself until the user closes it manually.)

- ☐ Yes, I can adjust the settings whilst seeing any changes that occurred immediately, since I may not confirm this new settings at first-attempt.
- ☐ No, I prefer the one that closes by itself after making subtle changes, since the tab will interfere my view of the main window.

4

