Usability questionnaire

1.

could you understand the type of language used in the game? If so how would you of written it?

Yes   English   understood

Capital letters on "cyber Security"

Sim1, Sim2, Sim3 - more info on what this was

2.

Did you use the help button? If so did it help you? If it didn't help how would you improve it

☐   ☑
No   yes

- help is not obvious that this is 'help' a title would be good.

- help on what the simulations do and differ from eachother.

3.

Did you understand what type of data you needed to input into the input boxes? if not how would you change it?

☐   ☑
No   yes

6.

Did you know the function of every button in the game?

☐ No   ☑ yes

not sure that Sim1, Sim2 are obvious

7.

Can you think of any further improvements to the usability features of the program.

the navigation between pages (Scrolling down/up)
etc a could be improved.

The simulation would have been displayed
on another page? unsure what would happen
when Sim1 was pressed.

M. Fawer.

Nicolas Kaye

Usability questionnaire

1.

could you understand the type of language used in the game? If so how would you of writing it?

I understood most, but some words were not
explained

2.

Did you use the help button? If so did it help you? If it didn't help how would you improve it

☑ No   ☐ yes

3.

Did you understand what type of data you needed to input into the input boxes? if not how would you change it?

☐ No   ☑ yes

6.

Did you know the function of every button in the game?

☐ No ☑ yes

....

....

....

....

....

7.

Can you think of any further improvements to the usability features of the program?

Complete the program.

....

....

....

....

Alex West

Usability questionnaire

1.

could you understand the type of language used in the game? If so how would you of writing it?

Yes however ~~summit~~ capitalization is
an issue Cyber Security game.

2.

Did you use the help button? If so did it help you? If it didn't help how would you improve it

☐   ☒

No   yes

it ~~showed~~ told me how to access all areas which
is very helpful.

3.

Did you understand what type of data you needed to input into the input boxes? if not how would
you change it?

☐   ☒

No   yes

6.

Did you know the function of every button in the game?

☐   ☒

No   yes

....

....

....

....

....

7.

Can you think of any further improvements to the usability features of the program?

aesthetically it is sine however
I feel it would be slightly better if
the program worked. there is a lot us
potensial in the product that has yet to
be unleashed.