1. Please select an appropriate range for your age?
   1. 17 and below
   2. 18 - 19
   3. 20 - 21
   4. 22 – 23
   5. 24 – 25
   6. 26 and above
2. Please select your gender.
   1. Male
   2. Female
3. As a person in the field of Multimedia Arts, given the opportunity to choose between web designing and mobile application designing, which of the two would be your choice?
   1. Web Designing
   2. Mobile Application Designing
   3. It depends / It’s complicated (Please explain)
4. Which particular types of apps do you want to design? (Check all that apply.)
   1. Utility Apps
   2. Entertainment Apps
   3. Games
   4. News Apps
   5. Productivity Apps
   6. Social Networking Apps
   7. Sports Apps
   8. Travel Apps, Maps
5. Tallying the number of applications in your mobile gadgets, identify the range of your installed applications for each category.
   1. No application installed
   2. One application installed
   3. A few applications installed
   4. Multiple applications installed
   5. Many applications installed
6. Which particular mobile Operating System, would you be interested in designing a mobile application for?
   1. Android
   2. iOs
   3. Windows
   4. Blackbery
   5. Others (Please specify)
7. How much do the following entities influence you to design these particular types of mobile applications? (Profit, Job Opportunities, Hobby/Interest, School Requirement
   1. Not that influential
   2. Somehow influential
   3. Very influential
8. Arrange the following aspects in accordance to the level of consideration that you allot when designing mobile applications.
   1. Designer’s (your) perspective
   2. Client’s requirement
   3. Trend
   4. Functional Specifications
   5. Ergonomics and Practicality
9. In the process of designing a mobile application, do you consult the internet for the latest trends in design?
   1. Yes
   2. No
10. In your opinion, which of the following should a designer devote more effort / focus on?
    1. User Interface (UI)
    2. User Experience (UX)