

General Questions

004

1. What is your level of knowledge of how a CPU functions?

1 2 3 4 5

None Slight Some A lot Full

2. Please try explain how an equation (for example, "ADD") is completed by the CPU:

The same way we are taught in primary school, but in binary:
Add first bits, carry 1 if necessary etc.

3. What is your level of knowledge of register machine simulators?

1 2 3 4 5

None Slight Some A lot Full

4. Have you used a register machine simulator?

Yes

No

4a. If yes, please state the name, and any good/bad points about the simulator:

4b. If yes, please briefly describe what a register machine simulator is:

5. What did the program Reggie showed you do?

First loop correct, thought 2nd loop stops it.

6. Was the tutorial clear, concise, informative? Did it help you use the application?

Yes. Yes.

The explanation of the arrows should maybe be hammered home a bit more.

7. Do you think the steps required to build a program are clear?

Yes, very clear.

8. Please draw an ADD program (you do not need to use colours).

✓ done on screen

9. Please briefly explain what a register machine is, and how it relates to a CPU.

A register machine is a simple CPU.

10. What do you like about this application?

It looks attractive. The puzzles are fun and challenging.

11. What do you not like about this application?

It's sometimes a bit fiddly moving arrows.

12. What extra functionality should be incorporated into this application?

More games

13. What changes would you make to the current design?

I'd maybe add some help text for new users. e.g. if you click on arrow at bottom of screen it could briefly explain somewhere on screen ~~what~~ how to place & move arrows.

14. Any additional information, concerns, comments you would like to add?

- "reading" not pulling
- explain what circle is.
- perhaps decrease registers to 6?
- difference in arrows is confusing
- bit ugly text - white.