Website Design Survey

Assignment brief:

We have been tasked with designing a website that falls in the category of 'serious play' - a fun game that in some way relates to a serious issue.

Our response to the brief:

We have chosen to address the problem of distractibility during lockdown. To do this we plan on creating an application that takes the user through a series of mind games; the user must correctly answer the questions, but as the user progresses through the game a series of 'distractions' will arise.

Prototype:

Alongside this survey you were sent our prototype for the application. Please explore this prototype before answering this survey.

*Required

1. Email address *

   _____

2. Our current name for this application is 'Focus on Lock'. If you have any suggestions for a better name, please enter them below.

   _____

3.   What kind of distractions do you think would best exemplify the difficulties of focusing on work during lockdown?

Tick all that apply.

☐ Basic Animation (cartoons, fireworks etc).

☐ Advanced Animation (e.g. current news headlines spinning over the screen).

☐ Basic Sound (e.g. 'stock' sounds like car horn, animal sounds).

☐ Advanced Sound (e.g. notification bells, incoming WhatsApp sound, BBC News theme song).

☐ Colour (tonal contrast between words and letters reduces over time, colours frequently changing).

Other: ☐ _____

4.   If you clicked 'Other' above and/or have any additional ideas, please make your suggestions below.

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5.   Which type of distraction would you prioritise?

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Structure
of the
Application

As you will have seen from the prototype, the application currently has two rounds every time the user plays.

The first round takes the user through a series of mind games without any distraction; at the end of round one their score is stored, but not displayed.

Round two takes the user through a similar set of mind games, this time with the presence of distractions.

At the end of round two the user's score for both rounds are displayed side-by-side. If the presence of distractions affected the user's ability to focus on correctly completing the mind games, the second score can be expected to be lower than the first.

6. Do you think the application should have the above mentioned two rounds, every time the user plays the game?

Mark only one oval.

◯ Yes

◯ No

◯ Other: _____

7. What kinds of mind games would you like to see?

Tick all that apply.

☐ Maths Games

☐ Logic Games

☐ General Knowledge/Current Topics

☐ Play music - guess artist

Other: ☐ _____

8. Do you have any comments about the kinds of mind games you'd like to see in this application?

_____

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9.   Do you have any additional comments about the structure of the game?

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User Interface Design

10.   If you have any suggestions on layout and/or general aesthetic, please make them below.

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Thank you for your time!

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