

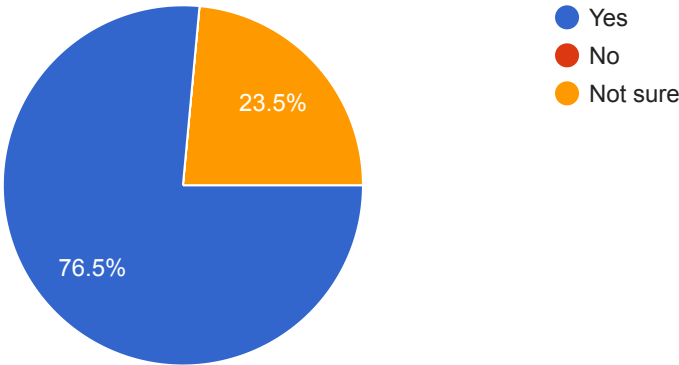
# DistractAbility Survey

17 responses

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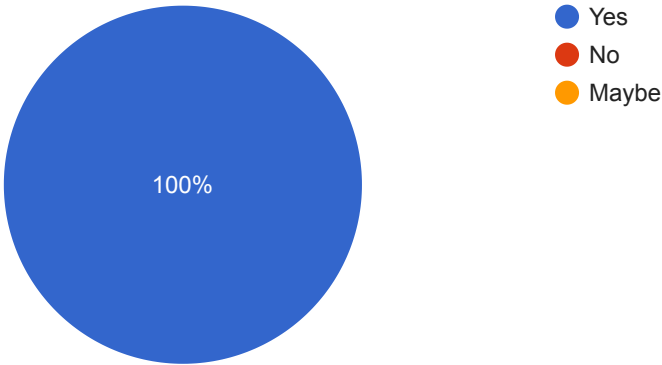
Did you find the game harder to complete in the second round than the first?

17 responses



Do you think our application 'DistractAbility' does a good job of demonstrating the problem of heightened distractibility in the context of COVID-19?

17 responses



## What would you like to see improved (future improvements)?

13 responses

Messages popping up on screen

more images to match. images change for another round

More distractions - such as a housemate asking for a tea and a chat, a teams notification popping up asking for you, the email pings were triggering, more of them!

No suggestions right now. The concept was intriguing and well thought-out.

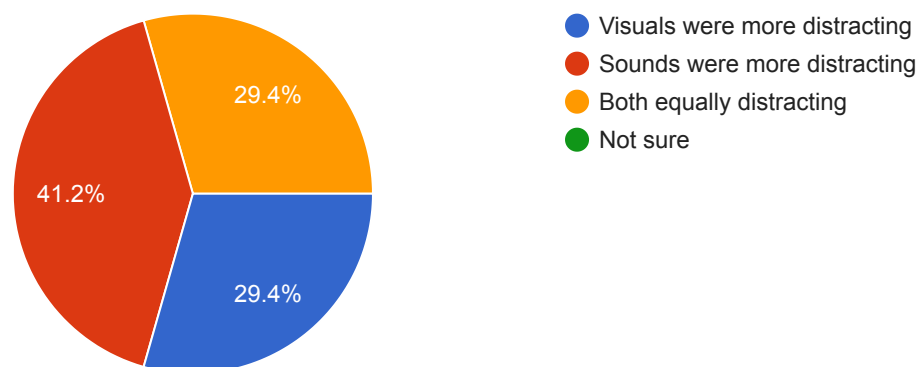
The cards show the picture temporarily and go to white, instead you could just show the full pictures in the cards

If there could be some way to factor in the stress of having to complete an important task, something with higher stakes, that would interesting - like filling out a form with a deadline on it.

Possibly let two players play against each other, with both of their times and comparisons coming up at the end.

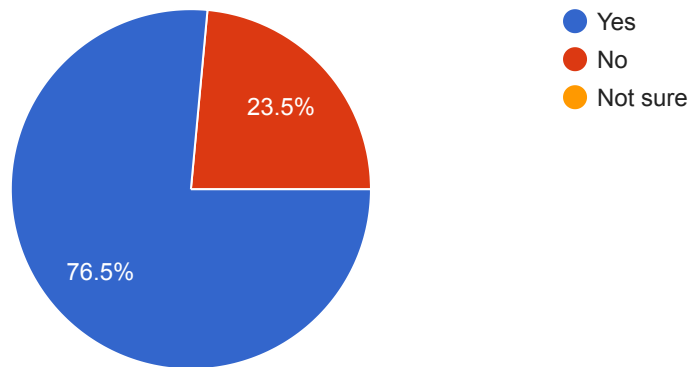
## Did you find the visual distractions (news headlines) more distracting than the auditory distractions or visa versa?

17 responses



Do you agree with the current structure of the game (two rounds, first without distractions and second with distractions).

17 responses



If you said No above, what would you change about the structure of the game (e.g. add/remove a round, separate rounds for visual distractions and auditory distractions)?

8 responses

mix it up, sometimes do the round with distractions first, sometimes second

Have separate rounds for audio/visual distractions, or a distraction difficulty rating system.

Separate round for visual and then auditory. Then combined to see full impact

Separate rounds for visual and audio distractions could be interesting and have different user reactions.

It would be cool to have different levels that explore different variables, like one just of audio and one just of visual

Separate rounds for each type of distraction.

A round for no distractions, a round for auditory, a round for visual and a round for both auditory and visual. I would also change the order of the rounds so that no distractions is the last round to be completed.



What do you think of the aesthetics of the application? Would you change anything about the look of the game?

16 responses

No, it works well. The news stories weren't very clearly news stories though. Could the headlines be made a bit more news like?

beautiful

Looks good to me

I think it's fairly basic, but good. Not too many bright colours or distractions

I'd make the visual distractions pop up in a more realistic way such as using a template of a phone rather than the visuals spinning around - to make it more similar to the reality

The aesthetics looked fine. No changes.

The colour scheme and the look of the game is quite nice.

Maybe a black or white background ?



How was your user experience? Do you have any suggestions for improving the user experience?

12 responses

excellent

I think the user experience was good overall

User experience was good. Simple yet effective

No it's great!

Good experience.

Maybe an instructions menu to explain how the game works. To prepare the users on what to expect when carrying out the game.

It was great! It looked good.

Very good.

none

Do you have any further comments?

9 responses

No.

add more rounds

No.

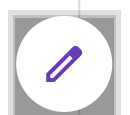
Well done! It's an important topic and displayed in a simple and effective way.

no

Great job :)

It would be interesting to assess whether there is a difference in distractibility based on gender

nil



# Google Forms

