DistractAbility Survey

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

   Mark only one oval.

   ( ) Yes

   ( ) No

   ( ) Not sure

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

   Mark only one oval.

   ( ) Yes

   ( ) No

   ( ) Maybe

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

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

    Mark only one oval.

    ( ) Visuals were more distracting

    ( ) Sounds were more distracting

    ( ) Both equally distracting

    ( ) Not sure

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

    Mark only one oval.

    ( ) Yes

    ( ) No

    ( ) Not sure

6. 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)?

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

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

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9. Do you have any further comments?

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