

Dialogue testing

Firstly, thank you for helping me assess the dialogue I've written for this demo.

If you haven't already, please [visit my website for the demo](#) and have a go, then come back and complete this survey. **The password for the demonstration page is 'demo'.**

The aim of this testing session is to gather feedback on the writing, in particular:

- the characters: how characters come across to you (friendly, shy, mean), how you feel about them (want to be friends, want to avoid them)
- storytelling: what you would want to do next (continue chatting, move on, try a new idea)
- tone: how it feels to read the dialogue (natural, stunted), the 'vibe' it puts across (casual, chatty, formal)

The information gathered in this survey is entirely confidential, and will be used to inform the development of the project and potentially be referenced in my research paper.

If at any point you have questions about this survey, or you wish to remove your response, please reach out to me at josie.wood@students.plymouth.ac.uk.

* Required

1. *

Check all that apply.

☐ By ticking this box, you consent to take part in this study and continue on to the survey.

Characters

Having played through the sample dialogue, please answer these questions as best you had to help me understand your experience of the character introduced in the demo dialogue.

2. How would you describe the character you met? Consider attributes such as age, appearance, history, personality.

3. What problems would you guess the character might have in their life?

4. Which of these attributes would you say best describe the character? Select all that apply.

Check all that apply.

- ☐ Anxious
- ☐ Excited
- ☐ Grumpy
- ☐ Shy
- ☐ Friendly
- ☐ Lonely
- ☐ Chatty
- ☐ Confused
- ☐ Fidgetty
- ☐ Reserved

Storytelling and actions

This sections aims to help me understand what actions players might want to take following this interaction to move the story forward.

5. After interacting with the character, how likely are you to try and help them in the game?

Mark only one oval.

1 2 3 4 5

Definitely not ☐ ☐ ☐ ☐ ☐ Definitely

6. Do you think the player (you) could help the character? If so, how?

7. Do you think the character could help the player (you)? If so, how?

Tone and style

This section focuses on the style of the writing itself.

8. How would you describe the writing style? Consider the tone, anything it reminded you of, the flow.

9. Did you enjoy the writing style in this dialogue demo?

Mark only one oval.

1 2 3 4 5

Hate ☐ ☐ ☐ ☐ ☐ Loved it

10. What did you like and dislike about the writing?

Thank you for participating!

I really appreciate you taking the time to complete this survey to help me with my project.

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