Questions to look for:

1. Is the player staying too long on a single screen when answering a question
2. How many questions till they give up
3. Can they navigate the UI easily without assistance

Questions to ask:

1. Would they like to be able to look up hints at a cost to the reward?
2. Would they prefer to click on people in a scene, or select from a list?
3. Have they learned anything substantial from the quiz?