Usability Questionnaire

# To what extent did you understand the rules? (1 = not at all, 5 = totally understood)

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** | x |
| **4** |  |
| **5** |  |

## Any comments

|  |
| --- |
| The objective of the game could be clearer – it should mention that it is a team game |

# To what extent was the app easy to navigate (1 = not at all, 5 = smooth)

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** | x |

## Any comments

|  |
| --- |
| The app opened first time every time and closed without any issues. It was easy to use and navigate around |

# Did you like the look of the app? (1 = not at all, 5 = loved it)

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** | x |
| **5** |  |

## Any comments

|  |
| --- |
| The app looked professional. It was clear, and easy to see and to understand |

# Did you like the look of the cards (1 = not at all, 5 = loved them)?

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** | x |
| **5** |  |

## Any comments

|  |
| --- |
| The cards were suitable for their purpose – a simple design but that’s all that was needed |

# Did you understand what the app was asking of you (1 = not at all, 5 = absolutely)?

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** |  |
| **5** | x |

## Any comments

|  |
| --- |
| The app was simple to follow and is fairly intuitive to follow. A timer to show how long you had left would be better than a countdown bar especially when you look at the screen quickly |

# Did you understand what the cards were and what they were for (1 = not at all, 5 = absolutely)

|  |  |
| --- | --- |
| **1** |  |
| **2** |  |
| **3** |  |
| **4** | x |
| **5** |  |

## Any comments

|  |
| --- |
| The rules explained how to use the cards but there should be more detail on how to exchange cards with other players |