

## APPENDIX B POST-TEST QUESTIONS

The following questions composed the Post-Test conducted by the students:

1. Please enter the first letter of your first and last name, followed by the last three digits of your phone number (e.g., AB123).
2. How old are you?
3. Which is your gender?
4. What was your score after playing the game?
5. What do you understand by Distributed Software Development?
  - a. Software that is distributed among different computers
  - b. Software development performed by geographically separated workers
  - c. Software development during which the client is located in another country.
  - d. A set of software development projects in which each project is carried out by a team and each team is geographically separated.
  - e. None of the above
6. What do you understand by Global Software Development?
  - a. A software that will be used all over the world.
  - b. A development paradigm in which partial developments are integrated into a global product.
  - c. A software development paradigm in which members of the development team may be located in different countries around the world.
  - d. A software development paradigm in which the members of the development team have to be located in different continents.
  - e. None of the above
7. Please indicate the level of influence you believe each of these factors has on the success of an overall software development project (*It has no influence at all, It has little influence, Normal, It has quite an important influence, It has a totally determining influence*):
  - Selection of synchronous communication tools
  - Selection of asynchronous communication tools
  - Employees' English level
  - Task dependencies between employees
  - Communication between sites
  - Communication between employees with interdependent tasks
  - Cultural differences between project members
  - Project coordination
  - Conflict resolution
  - Project control activities
  - Awareness about project status
  - Awareness about partners' availability
  - Knowledge management
8. How would you define a 'site' in global software development?
  - a. Locations where each of the project's development teams is located
  - b. Location where the client works
  - c. Location where the future product or service to be developed will be deployed
  - d. Location where the project's main development team is located
  - e. None of the above
9. Which of the following communication media are asynchronous? (Select one or more)
  - a. Phone calls
  - b. Email
  - c. Social networking
  - d. Meetings
  - e. Forums
10. Which of the following communication media are synchronous? (Select one or more)
  - a. Interactive whiteboards
  - b. Shared documents
  - c. GitHub
  - d. Phone calls
  - e. Videoconferencing

11. An employee has retired, and a decision needs to be made about hiring a replacement. This task is related to the work of those staff responsible for...
  - a. Communication
  - b. Coordination
  - c. Control
  - d. Geographical and temporary distance management
  - e. None of the above
12. There are two work teams located in different countries and geographically separated, where there is little communication due to the fact that one of them has little knowledge of the common language. What aspects of the project will be most affected by this problem?
  - a. Communication
  - b. Coordination and control
  - c. Control and stress levels
  - d. Level of trust
  - e. Project budget
13. A meeting is needed to organise a part of the project that will be carried out by two teams from different countries (Mexico and India), as well as to determine how inter-task dependencies will be managed. What aspect/s of the project are most related to this decision?
  - a. Lack of trust and control
  - b. Control
  - c. Stress management
  - d. Cultural differences
  - e. Coordination and communication
14. There is a global project with the following configuration  
*"Client in the USA - English is the common language of the project - Four work teams - The main work team is in Spain - A second work team is in Australia - A third work team is in India - A fourth work team is in China."*  
 What are the main problems that may arise in this project depending on its characteristics?
  - a. Problems due to language differences
  - b. Problems due to time differences
  - c. Problems due to cultural distance
  - d. All of the above
  - e. None of the above
15. There is a global project with the following configuration  
*"Client in Argentina - English is the common language of the project - Two work teams - Main work team in Argentina - Second work team in Spain"*.  
 What are the main problems that may arise in this project depending on its characteristics?
  - a. Problems due to cultural distance
  - b. Problems due to geographical distance
  - c. Coordination problems due to cultural difference
  - d. None of the above
  - e. All of the above
16. What do you consider to be the most difficult global project to manage?
  - a. Client in the USA. - English is the common language of the project - Four work teams - Main work team in Spain - 2nd work team in Australia - 3rd work team in India - 4th work team in China
  - b. Client in Mexico - English is the common language of the project - Three work teams - Main work team in Spain - 2nd work team in Mexico - 3rd work team in India
  - c. Client in Italy - English is the common language of the project - Two work teams - Main work team in Argentina - 2nd work team in Spain
  - d. Client in Spain - English is the common language of the project - Two work teams - Main work team in Spain - 2nd work team in Portugal
  - e. All of the above pose the same challenges
17. Which do you consider to be the easiest global project to manage?
  - a. Main working team in Spain - 2nd working team in Australia - 3rd working team in India - 4th working team in China
  - b. Client in Mexico - English is the common language of the project - Three work teams - Main work team in Spain - 2nd work team in Mexico - 3rd work team in India
  - c. Client in Italy - English is the common language of the project - Two work teams - Main work team in Argentina - 2nd work team in Spain

- d. Client in Spain - English is the common language of the project - Two work teams - Main work team in Spain - 2nd work team in Portugal
  - e. All of the above pose the same challenges
18. Rate the following statements according to your experience using Global Manager (*Totally disagree, Disagree, Neither agree nor disagree, Agree, Totally agree*):
- The game has an attractive design.
  - There was something interesting at the start of the game that caught my attention.
  - The variety of elements in the game helped keep my attention.
  - The content of the game is relevant to my interests.
  - The way the game works suits how I usually learn.
  - The content of the game was related to some of my previous knowledge.
  - It is easy to understand the game and use it as study material.
  - As the game progressed, I felt like I was learning.
  - I am satisfied because I know that I will be able to put into practice what I have learned in this game.
  - I managed to advance in the game thanks to my own efforts.
  - I was completely focused and did not think about anything else outside the game while I was playing.
  - I had no conception of the passage of time until the game was over.
  - I was so immersed in the game that I forgot what was around me.
  - The difficulty of the game is balanced: the tasks are neither too easy nor too difficult
  - The game does not become monotonous, and progress is appropriate: new obstacles, situations, and variations in the tasks to be performed are presented.
  - I had fun playing.
  - I found it annoying to have to stop playing.
  - I would recommend this game to other people.
  - I managed to achieve the objectives set by the game using my own knowledge.
  - The game performs well.
  - I would like to play again.
  - The game helped me learn new skills.
  - The experience of playing this game will contribute in practice to my professional performance.
  - Playing this game has been a better learning experience than the activities carried out in my studies.
  - The game scenarios helped me to understand how important time differences are in coordinating and communicating with other people.
  - The game has helped me understand the role of cultural differences when working in multicultural groups.
  - The game has helped me to understand the influence of the language used in ensuring proper communication and coordination.
  - The game scenarios have helped me understand how a lack of trust influences the work between people who did not know each other previously
  - The game has taught me the difficulties that can occur due to a lack of face-to-face communication in the workplace.
  - The game has taught me the difficulties that can occur due to a lack of face-to-face coordination at work.