Escape Room Questionnaire - Designer

Demographics

This section gathers general demographics information.

1. Age [open field]
2. Gender [male/female/prefer not to say]
3. Level of education [high school / undergraduate degree / postgraduate degree / other]
4. Country of residence [open field]
5. Nationality [open field]
6. Please note any disabilities that you have [open field]
7. Which best describes you? [I own or design escape rooms / I play escape rooms]

Designer Demographics

This section gathers specific demographics relating to designers. Participants are directed here if they identify as an owner or designer in question 7.

8. How many escape rooms have you designed? [0 / 1-5 / 6-10 / 10+]
9. How many escape rooms for you own / manage? [0 / 1-5 / 6-10 / 10+]

Designer Technology

This section gathers data on how designers include technology in their escape rooms.

10. What percentage of rooms that you have designed have included some computing technology? [open field]
11. Do you think that technology is important in the design of escape rooms? [Yes / No]
    a. If yes, why? [open field]
    b. If no, why not? [open field]
12. Please provide an example of a situation where the use of technology has improved player enjoyment within an escape room. [open field]
13. Please provide an example of a situation where the use of technology has reduced player enjoyment within an escape room. [open field]

Designer Accessibility

This section gathers data on how designers view accessibility within escape rooms.

14. Think about an escape room that you have designed. Please describe an example where someone with the following impairments may not be able to engage fully with the room.
    a. Visual impairment [open field]

      b.   Physical impairment [open field]
      c.   Hearing impairment [open field]
      d.   Cognitive impairment [open field]
15. Have you ever specifically designed a room to cater with someone with disabilities?
[Yes / No]
      a.   If yes, why? [open field]
      b.   If no, why not? [open field]

Designer Debrief

This section thanks the participant for completing the survey and provides an email address to contact the researchers for further information.