

Escape Room Questionnaire - Player

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]

Player Demographics

This section gathers specific demographics relating to players. Participants are directed here if they identify as a player in question 7.

8. How many escape rooms have you played? [0 / 1-5 / 6-10 / 10+]
9. What percentage of these rooms have you escaped from? [open field]

Player Technology

This section gathers data on how players view technology in escape rooms.

10. What percentage of rooms have you played that have included some computing technology? [open field]
11. Outline the best example of technology that you have experienced in an escape room. [open field]
12. Outline the worst example of technology that you have experienced in an escape room. [open field]

Player Accessibility

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

13. Think about escape rooms that you have played. 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]

Player Debrief

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