

HarmonyScape: Post-Interview

* Indicates required question

1. Email *

General Impressions

2. How would you describe your overall experience playing HarmonyScape? *

3. How visually engaging did you find the game? Did it make you want to explore the game more? *

Goal Clarity and Navigation

4. How obvious were the goals within the environment of HarmonyScape?
(Relative to other games you've played) *

5. Did you find it easy to become lost or disoriented in the game environment? *

6. How well were you able to keep track of your progress towards the goals? Did you find yourself forgetting the objectives? (Were the symbols and cues in the game intuitive to understand?)

Memory and Cognitive Load

7. Rate the degree of stress and anxiety you experienced while playing HarmonyScape on a scale of 1 to 10, with 10 being the highest.

*

Mark only one oval.

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Musical Experience

8. How would you rate the pleasantness of the music and sounds in the game on a scale of 1 to 10?

Mark only one oval.

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9. Do you find the music in Harmony Scape intrinsically motivating or extrinsically motivating? (Intrinsic: Participating in the mini-games because they are fun, and you enjoy them. Extrinsic: Participating in the mini-games so you can unlock the next instrument.) *

10. Do you think the music enhances your gaming experience? How could it be more intrinsically motivating? *

Understanding of Degenerative Diseases

11. How much do you know about neurodegenerative diseases (such as Alzheimer's)? *

Mark only one oval.

- ☐ Nothing at all
- ☐ Very little
- ☐ Moderate
- ☐ Quite a bit
- ☐ A lot

12. What barriers, if any, do you think people with Intellectual Disabilities such as Alzheimer’s may encounter in playing HarmonyScape? *

13. Any Additional Comments?

14. Please enter your email address *

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